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ANOTHER
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GALORE!

GOING OV

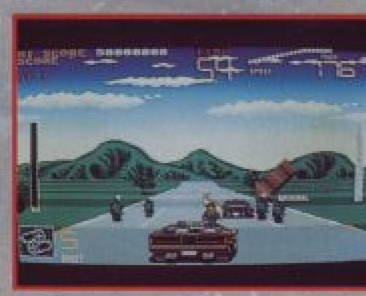
NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

CHASE H.Q. II Special Criminal Investigation

The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.
The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

FOR THE BEST IN S

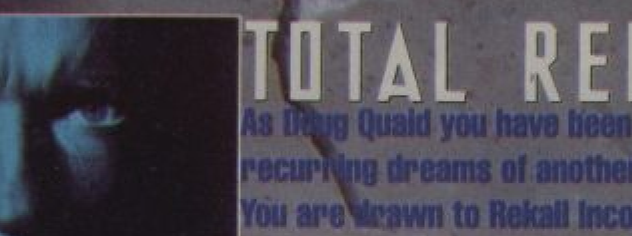






AVAILABLE FOR YOUR : SPECTRUM . AMSTRAD
COMMODORE . AMIGA . ATARI ST

ER THE TOP



TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -

You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.

ROBOCOP 2

EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

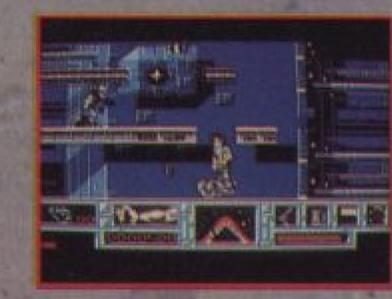
The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!

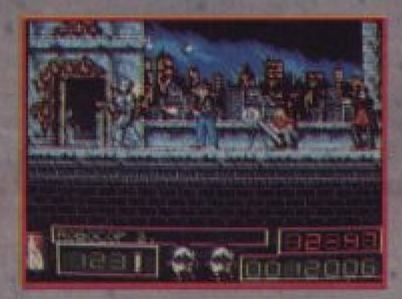
Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together!

HE'S BACK... TO PROTECT THE INNOCENT

SOFTWARE ACTION







OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER, M2 5NS.
TEL: 061 832 6633. FAX: 061 834 0650

CONT

HOOTENANNY HOTLINE
YOU! Yes, you! Did you know you could win loads of ... ness, including a Super Famicom? You didn't? Then ... pick up that phone, and get dialling - today could be y...

NEWS
Activision go down the pan, F-19 II and Birds of Prey ... day, news on the Super Mario Bros movie and the Ja... Akira, and Star Wars on the NES!

CHEAT MODE
Phew, it's been a bumper month for tricks 'n' tips - you... been busy! This month's bundle of goodies include the ... ment of tips, POKEs and tactics, and there's also a crack... 2 players guide! What more could you want?

THIS MONTH'S REVIEWS!

APRIL 1991 No. 113

THIS MONTH'S CAST... DEBONAIR ADVERTISEMENT MANAGER: Nigel Taylor TOUGH-TALKING DEPUTY ADVERTISING MANAGER: Martha Moloughney AMIABLE SALES EXEC: Alan Dykes BEAUTIFUL PRODUCTION ASSISTANT: Emma Sadler WICKED PUBLISHER: Graham Taylor STUNT DOUBLE FOR MISS MOLOUGHNEY: Ruby Wax

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LOOK! NO MORE CALLS ASKING FOR TIPS, OK?

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COMPLETELY TRUE FACTS ABOUT THE CVG STAFF*



MANAGING EDITOR JULIAN RIGNALL
A real animal lover, Julian owned the collie that originally played Lassie - and that's not all! Between the ages of five and ten, Jaz was the stable boy for Black Beauty and he still has one of her horseshoes hung over his bed - he says it has brought him a lot of luck and he would hardly ever sell it.

*Tee hee! Actually they're April Fools**!

ENTS







ASSOCIATE EDITOR PAUL GLANCEY
Another "Mr Television", Paul was famous for nearly two days after someone he knew at school was on Blockbusters. Even more remarkably, he says he is frequently visited by extra-terrestrials who have gifted him with almost uncanny telepathic powers which allow him to communicate with certain types of deciduous tree.



ART EDITOR JON BILLINGTON
Give this man a silver-topped cane, a long coat and one of those big old-fashioned microphones and hey presto! His true identity is revealed - Mick Hucknall of Simply Red. Of course he denies it, but then a real, publicity-shy Giant Of Pop would would. So give us a song then Jon, or should we say, "Mick"? "A nyooo fla-ame has come..."



STAFF WRITER RICHARD LEADBETTER
Even while he was at school, Rich was such a major league Style Monster that he was asked by the BBC to be one of the launch presenters of The Clothes Show! Unfortunately, some other bloke got the job. "Showbusiness is such a dirty game, darling," was Richard's only comment on this touchy subject.



STAFF WRITER ROBERT SWAN
You'd never guess it, but Rob is actually the man who got the job Rich was after on The Clothes Show. Naturally he has to protect his privacy by wearing a hideous disguise when he's not on the set. And did you now he can double his wages by doing Selina Scott's bits (including wearing the clothes and the makeup) while she's in panto?

Tee hee! Actually they're all true and that was an April Fool!*

***Tee hee again! Of course it's all lies and that last bit was the April Fool! What a laugh!

ED-FIRST

Phwoar! We thought we had a rough time getting CVG on the streets last month, but this issue has been even more difficult!

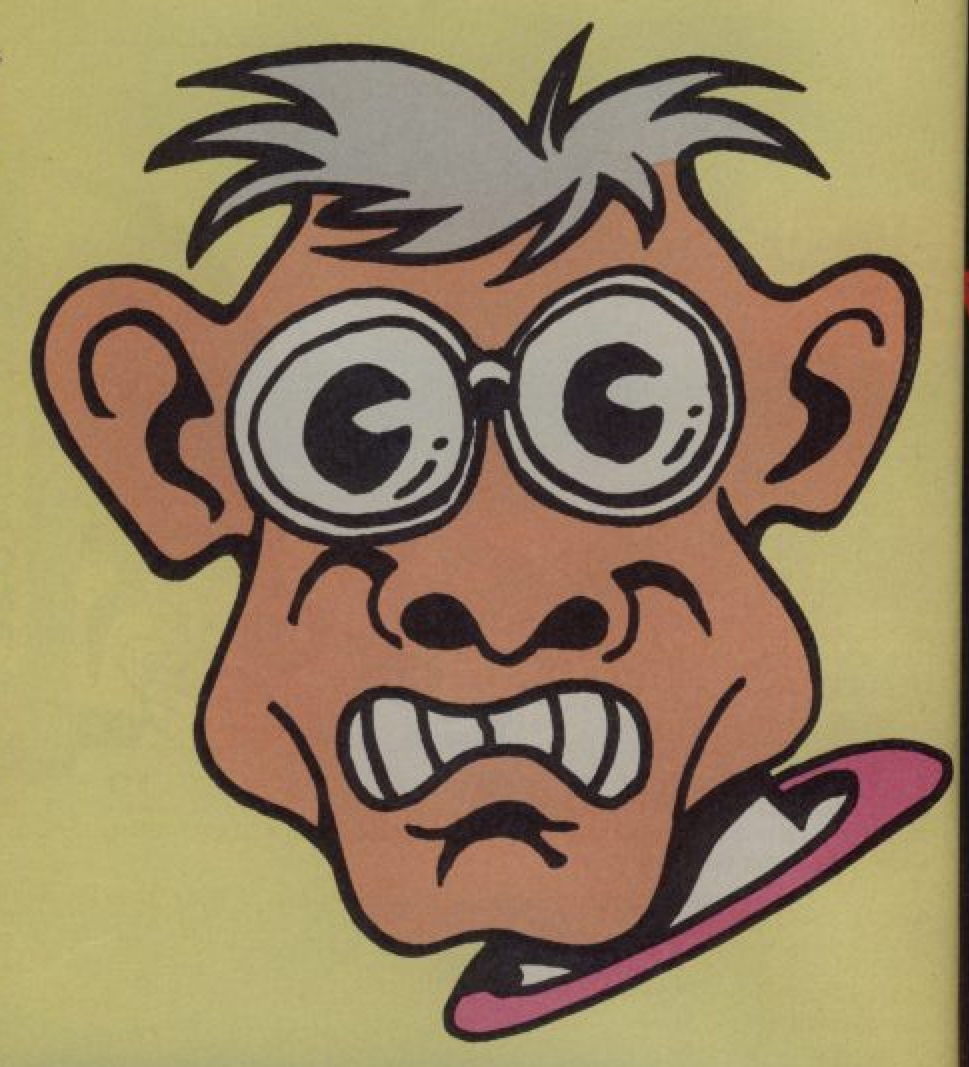
I mean, call me a moaning git, but what with "British Rail regrets that due to inclement weather...", and "London Underground regrets that due to a security alert...", not to mention stolen cameras and printer breakdowns, this has been one mutha of a month. And just when I think it can't get any worse, Jon draws a cartoon that makes me look like Plug from The Bash Street Kids. Don't be misled, all you attractive lady readers - I'm dead nice looking, I am, and Jon's just jealous.

Anyway, to complicate things further, we decided we had to make a few tweaks to our new design to make the mag even better looking and provide even more information for our beloved readers!

Aha, now I come to mention providing more, you may also be pleased to hear that from next month's issue, CVG will have an extra 16 editorial pages every month, so we can fit in more huge reviews, a bigger Cheat Mode section (get sending in those maps!) and larger news, previews and Mailbag sections.

And how much extra is all this going to cost you? Nought, no, not a lot. Zilch, that's the big O. Not a sausage, not a jot, not the tiniest spot. Nothing whatsoever at all. Dum dum dum, na-na na-na na-na-na-na-na, na-na na-na (nowt taken out!)...

PAUL GLANCEY
ASSOCIATE EDITOR



TINY COMPO CORNER

If you entered a competition in the February issue of CVG, check the lists below for your name - you could be a winner!

I WANNA GET NARCED

The lucky reader who grabs a brand spanking new Amiga and monitor, courtesy of Ocean is:
KAREN BELL, MILTON KEYNES

Well done, Karen! The following twenty people will all get a copy of NARC:

RICHARD WILSON, BILLINGHAM. ANDREW BURDEN, WIRRAL. CRAIG BYROM, ASCOTT-UNDER-WYCHWOOD. JAMES EVANS, LEICESTER. WILLIAM ROBINSON, COCKERMOUTHU. LEE KERRY, CHILWELL, NOTTS. MARK YOUNG, SWINDON, GRAEME STEELE, WIRRAL. JOHN MAHER, WARRINGTON, CHESHIRE. ELTON ANGLESMITH, HULL. MICHAEL FECHER, MAIDENHEAD. BIPEAN PATEL, CHELTENHAM. PAUL DIAS, BARKING. GEORGE WILLIAMS, EPWORTH, S YORKS. MARK LANG, LONDON. RICHARD DOWNS, HUDDERSFIELD. PETER CRONE, THORNABY-ON-TEES. JONATHAN WRIGHT, BRISTOL. ADAM SEREN, HOUGHTON-LE-SPRING. ASHLEY EARNSHAW, MANCHESTER

THE HOTLINES

SUPER FAMICOM - GUY FLECK, GLASGOW
MEGADRIVE - T CARMICHAEL, DORSET
GAMEBOY - BRIAN FOWLER, SOMERSET
LYNX - PAUL HARRIS, RAINHAM, KENT

THE RATINGS ROUNDUP!

When a game is reviewed in CVG, we rate it on five different criteria:

GRAPHICS

Does the game look good? Do the sprites fit in with the feel of the game? Is the scrolling as smooth as silk or as rough as nails? This mark covers all visual aspects of a game.

SOUNDS

Music and effects that enhance a game are given high marks, but are low if inappropriate or poor quality.

PLAYABILITY

This mark tells you how addictive and entertaining a game is - the higher the mark, the more enjoyable the game!

LASTABILITY

Will you be playing it in a month's time, or will it be relegated to the back of the cupboard, never to be seen again? This tells all!

OVERALL

The most important rating. Not an average of the other marks, but takes them all into consideration - in other words, how good a game really is!

THE MARKS

90+ A CVG HIT! A totally outstanding game that should not be missed!
70-89 A very good game that missed out on HIT! status due to minor discrepancies. Definitely worth checking out, though.
50-69 Average to fairly good - could still appeal to fans of this type of game.
40-50 Oh dear - a bit of a disappointment, and generally below average.
15-39 Bleurgh! A pretty naff game that wouldn't even appeal to even the most ardent fans!
0-14 Excuse us while we find a bucket - this mark is reserved for the most appalling games imaginable!



THE POWER OF AKIRA

Look. Forget Thunder... Thunder... Thundercats. Paul Glancey checks out the best SF cartoon ever and braces himself for the game of the film...

If you thought the pinnacle of Japanese science fiction movies was Godzilla versus The Smog Monster, think again. Akira is over two hours of the best animated cinema ever, based on the cyberpunk graphic novel by Katsuhiro Otomo, who also directed the movie.

The Akira comic books have been on sale in the UK for a couple of years, and the movie has played to vast crowds at the occasional animation festival, but from late February it is going "on tour" to selected cinemas throughout the country. Not surprisingly, the speech in the film is entirely Japanese, but fortunately the version currently on release has subtitles.

The story is set in Neo Tokyo in 2019, when the world is recovering from World War III, and it centres on the adventures of two members of a motorcycle gang who regularly do battle with rival bikers in the city streets.

During an incredible motorbike chase, one of the gang, Tetsuo, is injured and promptly (and mysteriously) airlifted to an army hospital where he becomes the subject of medical experiments, resulting in him being given awesome telekinetic abilities - the power of Akira.

Unfortunately, Tetsuo isn't a well-balanced lad, and the fact that his head's been messed with doesn't half tick him off. In fact, he uses his new-found powers to destroy most of Neo Tokyo, and neither lasers, tanks, nor even an orbital defence cannon can slow him down.

Saving the city is down to his childhood buddy and motorbiking mate, Kaneda (who, incidentally, rides the hottest motorcycle in the universe), and three children who also have the gift of Akira.

Though Akira has been awarded a 12 certificate, it's quite a vicious and bloody film, and following the story often takes some effort. However the superlative animation steals the show, and it makes the action scenes a real thrill to watch. Any SF fan lucky enough to live near one of the cinemas listed, definitely won't regret going to see it.



AKIRA - THE GAME

Recently released in Japan is Akira, the video game. The version we've glimpsed is for the Famicom (that is the Japanese version of the NES), and it recreates the look of the film with screens which are replicas of scenes from the movie. The gameplay is predominantly role-playing, but it does feature action sequences, such as the motorbike chase. It seems doubtful whether it will be released in this country in the near future, but if the American version of the movie, with dubbed voices instead of subtitles, ever goes on general release, there would undoubtedly be a demand for the game of this outstanding film.



COMING SOON TO A CINEMA NEAR YOU...

Watch out for Akira arriving at the following cinemas...

Ritzy Cinema, London (13th-15th March)
Tyneside Cinema, Newcastle upon Tyne (18th-20th March)
The Watershed, Bristol (22nd-28th March)
The Triangle, Birmingham (22nd-27th March)
The Phoenix, London (4th April)
The Midlands Art Centre, Birmingham (9th-11th April)
Bradford Playhouse, Bradford (10th-12th April)
The Chapter, Cardiff (17th-19th April)
Edinburgh - check local press for details (24th-27th April)
Warwick University Arts Centre (24th-26th April)
Ipswich Film Theatre (3rd-5th May)
Phoenix Arts Centre, Leicester (16th March only)
York Film Theatre (19th May only)

For further details contact ICA Projects 071 930 0493





SEGA'S VIDEO VENTURE

Aaow! How's this for an offer? For a limited period, Virgin (the European distributors for all Sega console) are bundling the Moonwalker Pack for the Megadrive and the new Master System II! So? Well, each pack contains a copy of the game for the console concerned, but not only that, there's a copy of the Moonwalker video as well! Phewee! So, if you're a Jacko fan intent on getting your hands on a Master System or Megadrive, then there's absolutely no excuse not to storm round to your local console dealer and part with the shekels, is there?



After finishing his National Service and a science fiction novel, Finland's most famous C64 coder Stavros Fasoulas is now in the midst of coding a brand new Amiga game! Called Galactic - The Vision Game, it promises to be technically brilliant with a three-plane parallax starfield, over 50 sprites on screen at once and full screen scrolling at 50 frames a second (phew)! Details on the game itself are pretty scarce, but it promises to be an all-out mega-blast on a galactic scale! Here's a (blurry) picture, as taken by Stavvy himself. Buy a new camera, Stavros.

THE FICTION FACTORY

Pure Fiction is Palace Software's new adventure game system and it promises to give the player a whole new dimension in adventuring! Standard adventures follow a set story with a sequence of puzzles to solve, but apparently, Pure Fiction games attempt to simulate a whole world which players can explore as they wish. Characters also move about with lives of their own and their actions affect your quest. Pure Fiction also enables the player to adopt the persona of many different characters - all of which have a different outlook on the world they live in.

The first game in the series is a traditional text-based adventure called Demoniak which will be released at the end of April. The author of this game happens to be none other than Alan Grant - the writer behind some of the Judge Dredd and Robocop comic books!



IT'S A REVELATION

Many apologies to Krysalis, who were a mite peeved at the fact that we printed the price for their new puzzler Revelation as £24.99. The actual price is £19.99 - a whole five quid cheaper! The offending person has been beaten around the head and neck with a large, smelly kipper, so it shouldn't happen again...

CVG NEWS



MORE CARTS FROM ELECTRONIC ARTS

Electronic Arts are about to release two new Megadrive cartridges, namely PGA Tour Golf and James Pond. James Pond is an exact conversion of Millennium's rather jolly Amiga arcade adventure which scored 90% in issue 109, and PGA is a conversion of the successful PC golf simulation which features "fore", ahem, four 3D courses full of checkie-trousered antics.

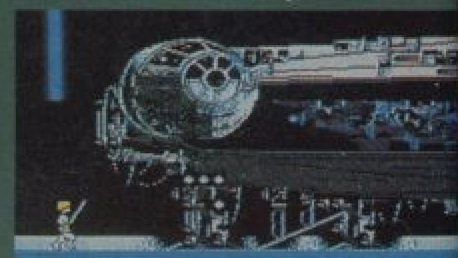
PGA Tour Golf is also soon to be released on the Amiga, along with an Amiga conversion of the follow-up to Skate or Die, which is of course, Ski or Die. The game is comprised of various wintry events including the Snowball Blast (an Op Wolf-type snowball fight), Snowboard Halfpipe, the Innertube Thrash (Atari's Toobin' strikes back!), Acro Aerials and a Downhill Blitz.

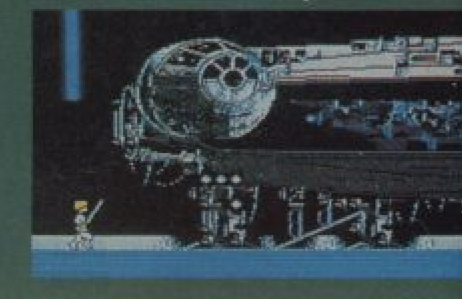
Nope, nothing to do with the old Gerry Anderson TV series - in fact, the Stingray is a brand new joystick from Logic 3, a new company formed by joystick manufacturer Spectravideo. The Stingray comes in four models (standard, autofire, Sega or Nintendo), and is fitted with the usual microswitches, with fire buttons at the rear and front of the grip. We weren't overly impressed with the Stingray, finding it somewhat cumbersome to use, but if you reckon that this baby's right up your street, the standard model costs £14.95, the autofire £15.95, and both Sega and Nintendo models the grand total of £16.95 each. Oh, and Spectravideo can be reached on 081 900 0024.

RETURN OF THE JEDI'S GAME

After a massive fourteen years, the appeal of the Star Wars saga is as strong now as it was back in 1977, when the first movie, "A New Hope", was unleashed upon the world. Now, after three coin-ops from Atari Games (and subsequent home conversions by Domark), Lucasfilm, in conjunction with Victor Musical Industries, are at this moment putting their all into a completely new game of the film, for the Nintendo Entertainment System.

Set over four stages, the action splits between top-down and horizontally scrolling scenes, including landspeeder maneuvering, exploration of the Mos Eisley spaceport on Tattooine and the Death Star battle station, and screaming over the surface of the Death Star in an X-Wing fighter. As you can see, it all looks like being one of the biggest NES releases for quite some while, but not only that - a version of Star Wars for the Super Famicom is also under consideration! How will all this turn out? You'll have to check out a future issue of CVG to find out!







THE ANTI CUTE STRIKES BACK!



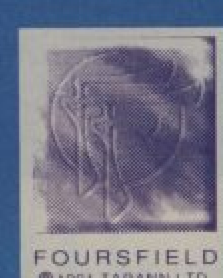


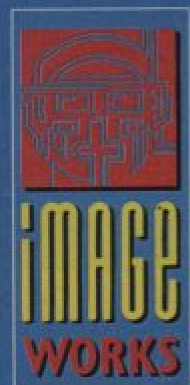


HE'LL BE LOOKING FOR TROUBLE ON YOUR AMIGA AND ST.

IMAGE WORKS IRWIN HOUSE 118 SOUTHWARK STREET LONDON SE1 0SW

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PREY FOR DELIVERANCE

Further on the subject of flight sims, Argonaut's long-awaited Hawk is now almost ready for release from Electronic Arts. Now entitled Birds of Prey, this will allegedly be "the most advanced flight sim on the market", with over 50 (count 'em) different modern-day and future aircraft, including both American and Russian Stealth fighters. After three and a half years of development, this is certainly a title we've been awaiting with a great deal of interest, so as soon as we get our hands on it, you can rest assured we'll be bringing you the full, unadulterated review - right here in CVG.

MARIO MOVIE MADNESS

If you're a fan of a particular rotund Italian plumber, you'll no doubt be over the moon to discover that plans for a Super Mario Bros movie are now underway! Danny DeVito (of Taxi, Romancing the Stone, and Twins fame) will play the title role of the film, which goes into production sometime later this year, for general release sometime during the summer of 1992. Before you mock, however, take note: Mario is said to be America's most popular animated character, and is supposedly even more renowned than Mickey Mouse! Sales from Super Mario III alone total (so far) $427,334,000, which, if the game had been a film, would rank it second only to ET, the largest grossing motion picture in entertainment history!

GETTING A GRIP ON THE GEAR

Virgin have at last announced that Sega's new colour portable handheld, the Game Gear, is to be officially launched during the summer of this year, for the sum of £99.99. The Game Gear will be supported by (according to the press blurb) "an impressive and large range of both classic and new games, including Super Monaco GP, Columns, Mickey Mouse, G-LOC, Shinobi and Golden Axe". An attractive catalogue, eh? We still think the Lynx still has the hardware advantage, and at the moment, the Game Boy has the most playable games. However, the Game Gear's ace in the hole is the optional TV tuner which will be available later in the year - you won't be able to get one of those for the Game Boy!





SUPER MARIO RACING?

Following the success of the amazing Indianapolis 500, Electronic Arts have signed up racing supremo, Mario Andretti to endorse a new driving game which is to incorporate all aspects of his racing career. You start the game racing sprint cars, and work your way up through Modifieds, Stock Cars, Sports Prototypes to Championship Cars and Formula One. EA are promising to include all of Mario Andretti's favourite tracks and there's even a strategy game included, in which you manage Mario's resources and gain sponsors!

Mario Andretti's Racing Challenge will be available on the PC in March, priced at £29.99. If the response to the game is favourable, there could well be other 16-bit versions...

"SKI OR DIE" FIVE FUN-FILLED WAYS TO END UP IN HOSPITAL



SNOWBOARD HALF PIPE



ACRO AERIALS



INNERTUBE THRASH



SNOWBALL BLAST



DOWNHILL BLITZ



As Rodney so eloquently put it, "Snow sports ain't for powder puffs" So as soon as you arrive at his Ski Shop you'll be presented with not one, but five chilling routes to oblivion. Count 'em while you still can.

There's the "Snowboard Half Pipe", 2 minutes of sheer hell down a near-sheer drop, not made any easier by the presence of teams of chain saw bunnies and punked out penguins.

"Acro Aerials", fly, flip, twist and tuck, down the glacier and convince the judges that you really meant to do it that way.

If your idea of fun is to race down a mountain on an inflated inner tube, while Rodney's son Lester tries to puncture you and your vehicle with various sharpened objects, "Innertube Thrash" is for you.

You couldn't get further from a nice playful playground snowball fight. "Snowball Blast" is deadly and deadly serious.

Finally there is "Downhill Blitz", a no-holds-barred race down unknown trails against the clock and against all common sense.

And if you're the type who really does have a ski loose, then why not try them all? Do you prefer flowers or grapes?

If you can't find "Ski or Die" at your favourite store, call our Direct Sales Line: 0753-49442

£24.99 PC./AMIGA
£14.99 C64 Disk only



Electronic Arts 11/49 Station Road Langley, Berks SL3 8YN Tel: (0753) 49442 Fax: (0753) 46672



ATARI ST **£29.99**

BY RAINBIRD

After ridding their island from the tyranny of Colonel Masters, the citizens of Midwinter enjoyed 78 years of prosperity. In that time the ice receded, but the melting glaciers created a new problem. The sea-level rose dramatically, and Midwinter is now just a distant memory, residing many fathoms beneath the surface of the ocean.

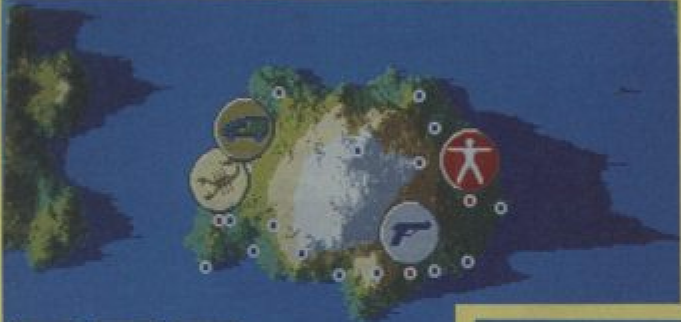
The refugees eventually arrived at Agora, one of 42 islands just west of the old African coast, where they were welcomed into the Atlantic Federation, a military force dedicated to peace and democracy. Unfortunately, the Saharan Empire, who run the African continent, are dedicated to war and dictatorship.

The player adopts the role of the best field agent in the Atlantic Federation, charged with completing dangerous missions in the cause of truth, justice and Operation Wildfire - the Federation's master plan for the overthrow of the Saharan Empire!

The Saharan Empire aren't just going to hang around while you carry out your subversive deeds. The islands are liberally sprinkled with enemy patrols - and they shoot to kill! The boys in the Federation Intelligence Department have also got wind of Operation Scorpio - the Saharan Empire's massing of an armada to take over Agora!

MIDWINTER II: FLAMES OF FREEDOM

CVG HIT



▲ The island of Khash, with military posts.

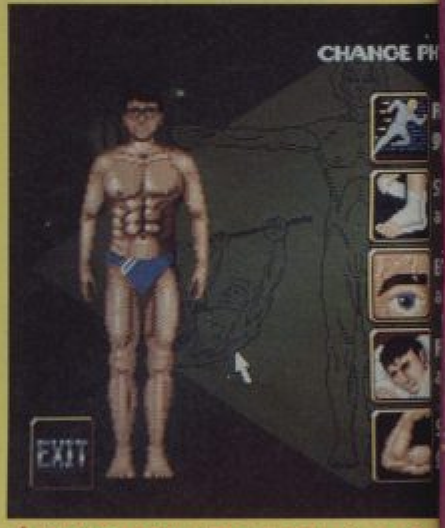


▼ That face looks familiar...









▲ Not exactly Big Arnie, is he?

SPECIAL AGENT ANTICS

Before the game begins, the player adopts a persona. First of all, this portrait designer is used to create your character's appearance. Any kind of face can be produced and features such as hair, chin, eyes, nose and mouth can be tweaked. It's pretty flexible, and even someone as ugly as Rob Swan can be created if you really wish (but we don't blame you if you don't!) Twelve different agents can be saved out onto one disk, although you can only use one per campaign.



MIDWINTER II — FLAMES OF FREEDOM

TANTALISING TRAINING

If you don't particularly fancy throwing yourself "in the thick of it", you can drop into the training room to boost some of your character's abilities. Take the wheel of any form of transport (22 types are available - but more of that later), or even try your hand at escaping from the Secret Police's prison cells!

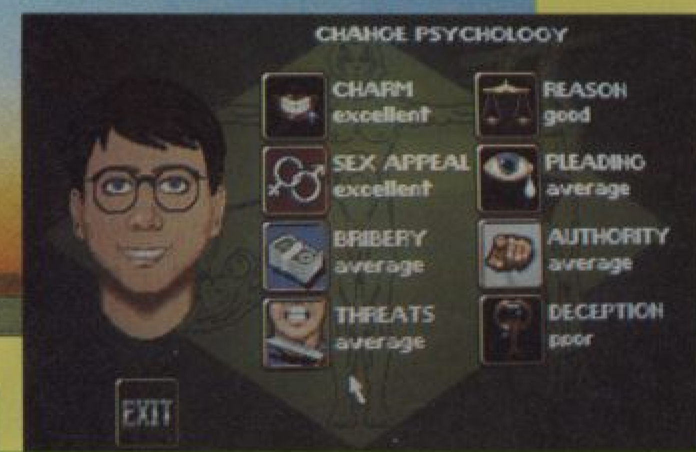






OPERATION SCORPIO!

The enemy's massive offensive against the Atlantic Federation usually takes place in the summer of that year - so you've got at least six or seven months before the real terror begins! The enemy fleet sets out from the African coast and will take the shortest route to Agora. If they come across any liberated islands, they'll do their best to avoid them and try a different route. However, if you've blocked their route completely, they'll be forced to fight for one of your liberated islands - buying you more time and possibly depleting their forces. You can simulate Operation Scorpio in the Training Room to help you choose the sequence of islands to liberate during the campaign.



RICH SEZ...



When we first saw Midwinter 2, it took Mike Singleton (the game's designer) three hours to show all of the aspects of the game - it's just so vast! The game uses similar light-sourced fractal graphics to Midwinter and they're simply stunning - if a little slow. Travel to the coast-line and you can even see the waves breaking on the shore. Commandeer a sub and you can even travel underwater and treat your eyes to a view of the waves above and the sea-bed below (and you can even try and find an enemy underwater base and let them have it!). Midwinter 2 just seems to offer everything, even down at designing your own agent (as you can gather, we all had a bit of fun here!). There's so much to it and tons to keep you occupied for months on end! Midwinter 2 may not appeal to the die-hard laser brains at all, but for sheer depth and enjoyment this takes some beating. Check it out as soon as it hits the streets.

RICHARD LEADBETTER

PHYSIQUE AND PSYCHOLOGY

After settling on an appearance and sex, the player must choose a psychology and physique. All of these affect certain aspects of the agent's performance - physique affecting his athletic performance. Charm, sex-appeal, bribery, reason and authority are just some of the aspects that make up a character's psychology and you have to decide what aspects to concentrate on. You can bias your character more towards bribery but this will effect charm. These become important during the game, particularly when you interact with other characters and even more so if you're imprisoned by the Saharan Secret Police...

CHAIN REACTION!

Cut off an enemy-held island altogether and it's not long before the besieged Saharan forces are overthrown and that island reverts to Atlantic Federation ownership! According to the programmers, liberating one particular island has a chain reaction that sets eight others free!





CVG HIT

A CONTROLLING INTEREST

Once you have chosen which island you wish to liberate, you meet Control, the head of Operation Wildfire, for a briefing. By selecting one of the icons, your agent can gain intelligence on the island's history, supplied weapons and transport, and information on your contacts. Selecting the thumbs up or down icons on the top-right of the screen dictate whether you wish to commit yourself to the mission. After that, there's no going back or crying for Mummy.

SPECIAL AGENT SABOTAGE

Being a very special agent, you carry the tools to get the job done! Included in your agent's weapons line-up are dynamite (essential for blowing houses and people into oblivion), hand grenades, machine guns, knives and even rockets (if you're in a vehicle). Also, liberate an island and the grateful inhabitants will donate all sorts of James Bond-like secret weapons (and possibly a villa or an expensive car, as well!)



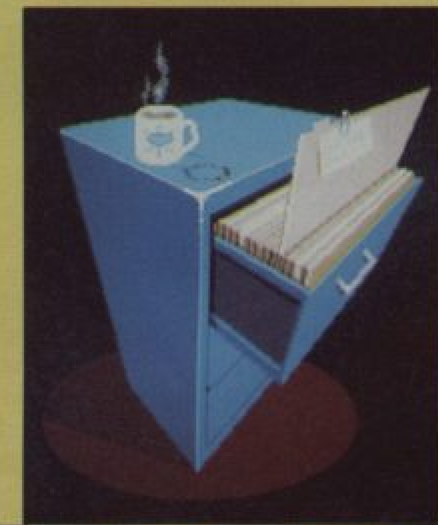
Enemy gunships - closing fast! ▼




▼ *Pick your transport!*







TRANSPORT TO TERROR!

At the beginning of each mission, you are automatically given a vehicle to carry out your mission with - though there's the prospect of finding many more in the game itself. In fact, Flames of Freedom features no less than 22 modes of transport, ranging from bi-planes, helicopters and rocket packs to submarines and even trains (it's a good job all the snow's gone isn't it?). You can also hijack enemy vehicles and make use of some of their military hardware!

UPDATE

Amiga and PC versions of Flames of Freedom are being put together now! The Amiga version should be just the same as what we've seen here (presumably with better sound), but hopefully just like its predecessor, the PC version should take advantage of more powerful machines!





CAPTURE, TORTURE AND ESCAPE!

In true A-Team style, if you are physically worn away to nothingness you don't die - you just get captured by the Saharan Secret Police! They aren't into wearing silly overcoats and bugging the homes of the mighty either. These guys prefer to capture Atlantic Federation agents and subject them to hours of torture. Agents have the choice of attempting to thrash the hell out of their captors, bribing them or if they're of the opposite sex, seducing them! If your ploys do not work, you're subjected to more torture - and another day is lost. During these missions, losing even one day threatens the success of Operation Wildfire.

◀ "I want that biplane, not excuses!"



ST

pe-
lfire,
gent
ed
on-
e top-
mmit
back



◀ Just what I like - a sitting duck...



▼ KABOOM!



PAUL SEZ...



This is the biggest game I've ever seen, and I still can't quite believe that it can run on a 520 ST! And what is even more unbelievable is that unlike most vast games, Flames of Freedom actually has an awful lot of gameplay in it. There are all those modes of transport, all those people to contact and all those islands to explore, making it an adventure that could easily continue for months. The 3D graphics are slightly more jerky than Midwinter's but they do provide a believable environment, especially underwater, and the lapping waves are so realistic it's uncanny. Flames of Freedom is a real leap forward in games technology and I can only hope that some enterprising programmers try to better it!

PAUL GLANCEY

MIDWINTER MISSIONS

o liberate an island from the machinations of the Sahaan Empire, a number of objectives must be carried out. These vary from island to island, but typical objectives include blowing up enemy installations and assassinating articular individuals. Unfortunately, when you start your ission, you have no idea where to start looking. You re, however, given a contact to locate. Once he or she as been located, they can be pumped for information, r if your charisma is strong enough, they'll even carry ut tasks for you! Even if your charisma is equivalent to hat of a mouldy kipper, your contacts should still be ble to point you in the direction of someone else who an help you - unless of course they turn out to be traiors... There are over 4,000 characters to interact with in lames of Freedom - and not all of them sympathise ith your cause.



▲ Torpedoes away!

ATARI ST	%
GRAPHICS	95
SOUNDS	85
PLAYABILITY	91
LASTABILITY	97
OVERALL	96

IF YOU'RE UNDER 18, PLEASE MAKE SURE THAT YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE).

HOTLINES

WIN A MEGADRIVE!

0839 654 168

Cor-ikey! Pick up that 'phone and use your skill and judgement to answer a few simple questions and it could be you that ends up with a new Megadrive for your troubles. Not bad eh? Well, then, dial now!

WIN A PC ENGINE!

0839 654 169

Arcade action aplenty awaits for one lucky CVG reader. Simply traverse the short distance to your nearest telephone and dial away. Who knows? A brand, spanking new PC Engine might end up at your house!

WIN A GAME BOY!

0839 654 170

Yikes! Introduce some handheld happiness into your life with the Nintendo Gameboy - a console so hot, you'll need asbestos gloves to handle it (not really)! If you fancy your chances get to the 'phone now!

WIN A SUPER FAMICOM! 0839 654 171

Jeepers! If you fancy getting hold of a Super Famicom (the best console in the entire universe) then this is the number to call! Simply make all haste to your nearest 'phone and dial as if your life depended on it!

Mail Bag

Wotcha! YOB returns for another two pages of letter-opening excitement in which you - YES, YOU! - could be the star. Only "could be", mind, because I'm the star, and if someone starts muscling in on my territory I get nasty. But anyway, if you've got something reasonable you want to say in next month's Mailbag, write to me at YOB'S MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. They've given me a whole £100 in cash to give away to one super-duper letter of the month, so grab a pen and get thee scribblin'!

VADER WITHOUT YODA

Dear C+VG,
Darth Vader is back (this time Yoda-less) to impart yet more wisdom and philosophy with the "readers" of C+VG. Yeah, Yoda was last seen trying to use British Rail, so don't expect to see him for a number of days yet. Perhaps someone should have told him that surfing on the roof when the train is overcrowded is a mite dangerous. Oh well. Mustn't grumble.
We've just taken time off from our Virtual Reality holiday on Mars (we were actually in Southend - perhaps that explains why we couldn't tell the difference when we took the equipment off) to comment on the sort of mail you seem to be getting of late (this letter excluded of course). Obviously when God was giving each one of these people a head, your correspondents thought he said "shed" and asked for a wooden one (use that to break the ice at parties, Vader fans!).
We've just got a brand spanking new (with the emphasis on the spanking) Super Famicom for the games cupboard at TAC headquarters. Bet your readers didn't realise that Nintendo's latest wonder is in fact based on an old meccano kit, eh? Well it's true. We've got our SFX (as lads call them) hooked up to the radio-controlled car (with real suspension) so it can deliver all the mail around the office (we reply to every fan letter we receive). Ingenious eh? Well it would be were it not for the fact that the flippin' thing took a wrong turn yesterday. Apparently, the last thing anyone saw of it was when it overtook Yoda's train in the early hours of this morning. What a strange story - expect to see it in the files of Arthur C Clarke in the not-too-distant future...
Oh well, got to go now. The TAC switchboard is jammed again and someone's got to answer all those calls haven't they? The price of stardom and success...
Darth Vader, The Martian Pleasure Pits of Y'Uan-Ka, (Underneath Southend pier near the kiddies' sand pit).
PS: YOB, d'ya think you can 'phone up my Mum and tell her to stop jamming our switchboard? Ta.
YOB: Ok, you win - £100.00, that is. Get Yoda back and I'll think about doubling it.



FALLING APART AT THE SEAMS

Dear YOB
I have a complaint **(Should I say something, readers? - YOB)**. All my issues of C+VG are fantastic, but there's one problem - they're all falling apart! This is a big disappointment, because I like to keep all my mags intact. It would be superb if the front cover was like the MEAN MACHINES cover (another fab mag!), even if it meant paying a few more pence!
Anyway, to a more peculiar subject - I own an NES, and got a double cartridge (Super Mario Bros/Duck Hunt) when I brought it. When I play my friend's version of SMB, it seems really slow compared to mine. Both Mario and the baddies are hyper-active, and

the castles are extra large on my version. Please could you tell me what is wrong, and do you think I ought to take the cartridge back?
Glenn Skelhorn, Mossley Hill, Liverpool
PS Any chance of Final Fight on the NES?
YOB: Aha, funny you should mention this Nintendo "problem", because I myself noticed this at Christmas when I had a play on a Nintendo from a Zapper Pack. For some reason, the double cartridge version of SMB runs a little bit faster than the ordinary versions, but the only really noticeable difference is that the music is a bit more up-tempo. So there - you don't have to worry about having to take your cartridge back to the shop after all. As for your cover problems - why not invest in one of our saucy new CVG binders? They're strong, attractive, hygenic and if you buy enough you can even build a house out of them (not a very good one, though).

SPOT THE BRAIN CELL

My Dearest Mr YOB
I would be extremely grateful if you could answer, in your skillness, the following questions:
1) Can you get Ghosts 'n' Goblins and Operation Wolf on the C64, and if so, where from?
2) Are C64s better than Amstrads in gameplay?
3) Are Chase HQ 2 and Robo-Cop 2 coming out on Commodore cassette?
4) Please could you give me some tips on how to be as amazingly skill as you?
5) Is it still possible to buy issues 100 and 102?
Marc Davison, Wallsend, Tyne and Wear
YOB: AAARRGH! More flippin' questions! Doesn't anybody write anything else these days? Anyway, Marc, seeing as I'm in a generous sort of mood, I'll tell you:
1) Yep, they're both out on budget, courtesy of Encore and Hit Squad respectively, for the princely sum of £2.99. Check out your local softshop, they should be there.
2) It's the software that makes the gameplay, not the machine, so your question's a bit crap, really!
3) Nope, both games are C64 cartridge only, I'm afraid, so if you want these, you'll have to stump up twenty-five sovs for each of them.
4) Hah! No chance. If I gave away my trade secrets, I'll have loads of people running around pretending to be me, and where would that leave me?
5) Yes, indeedy, if you bung off a cheque or postal order made payable to Computer and Video Games for the grand total of £1.75 for each issue, and chuck it to this address: C+VG Back Issues, PO Box 500, Leicester, LE99 0AA.



COX-UP

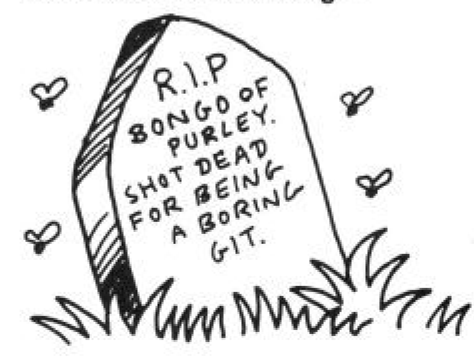
Sir Yob
I have a brilliant idea for a game. I'll let you name it. Here's the plot. The year is 1994. You're in America, 2 months before the World Cup starts, and there's some terrorists in town. You have to chase these nastys all over America thru 4 towns (levels) NEW YORK, CHICAGO, DALLAS and LA. At the end of each level when you have finally tracked them down you have to disarm the bomb they have by clipping a wire on the bombs. You are given a choice of colored wires. Clip the wrong one and its all over bud **(Who are you calling "bud"? - YOB)** but if you clip the correct one you advance to the next level. By the time you have completed the 1st 3 levels it is the day of the World Cup final. You know the last terrorist is in the stadium, but where? You search high and low for the terrorist and the bomb. The ref blows his whistle. The teams kickoff you start to sweat. You know there's not much time left. You catch up with the body **(??? - YOB)** you torcher **(Double ??? - YOB)** him and he tells you he put it in the World Cup. You have to find a way to get to the World Cup. If you do that you are given millions of dollars from soccer fans from all over the world and you complete the game.
Well Yob what do you think?
M Cox, Australia
YOB: Crap.

CRAP DAD

Dear YOB
Our dad is crap. He can only complete Double Dragon II.
Yours Body Slammingly,
Simon "Ultimate Warrior" and Carl "Macho King" Davis, St Budeaux, Plymouth.
CARING, SHARING YOB: Well at least that's something! There are a whole generation of dads who are only just "coming out of the closet" as far as video games are concerned - so let's not pour scorn on them, but encourage them to fulfill their desires so that they can enter new realms of pleasure. Hmmm. Yes.

NO COMMENT

Dear YOB
I am a proud VIC-20 owner and have recently expanded my standard 1k with the brand spanking new 3k memory expansion. Do you think this was a wise investment? Recently I have noticed the lack of VIC-20 games available. The one I have seen recently in my local software shop, OMEGA RACE, did not have as good graphics as, say, those on the Amiga, or Megadrive, why is this?
I have been wanting to buy an Amiga for a long time, is there an Amiga emulator available for this marvellous computer. If there isn't, I am thinking of buying another up and coming machine called "The Enterprise" I saw this in my local Dixons about five years ago. It looked really good, with better graphics than the VIC and even had a in built joystick! The only problem being that it was not possible to use anything than the tiny two-inch stick provided! Does it have the facility of unscrewing the stick and replacing it with your favourite stick?
I have heard that the Amiga has a HAM mode. Is this anything to do with eggs, sausage, beans and SPAM mode? If so then is there a vertical and horizontal SPAM mode?
Warning this message will now self destruct (Ha but there'll be another one arriving soon, so watch out)
Bongo the Clown, Purley, Surrey
PS Did you know that I share the same middle name as Winnie the Pooh and Alfred the Great?
PPS BOOOOM!!!!
YOB: Y'know, it's letters like this that make me wonder if it was worth getting out of bed this morning...



JAP ADAPTOR ANTICS

Dear YOB,
Please could you advise me why an adaptor is needed for Japanese games.
Yours hopefully,
Steve Gibson, Dagenham, Essex
YOB: Well Steve, the main reason is that Japanese cartridges are a completely different shape to British ones (they're about half the size as well) so they obviously aren't going to plug straight in. There are more complicated electronic factors as well, like differences in timing circuitry and stuff, but I don't know much about them so I can't tell you.



GIBBER, GIBBER

Dear YOB!
Hi, I have a fiend called Sohail, he own's a Sega, Megadrive. I say it can kick the Nintendo into Dark Space, tell us so he can, suht, up!
Seth Woods, Wembly (sic), London
YOB: I wonder if you can get a prescription for this...

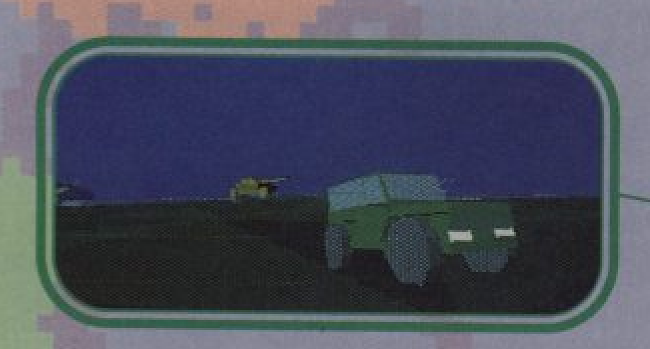


FLAMES O

Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.



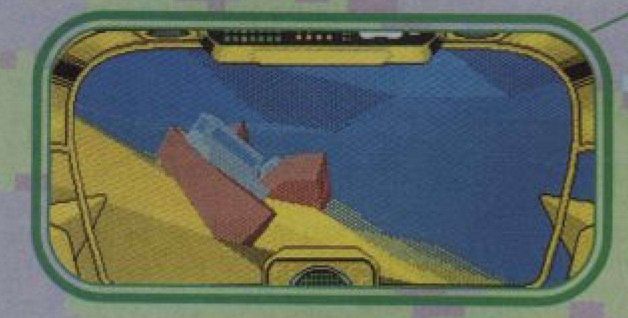
Dogfight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.



Night time sequences afford excellent cover for secret movement and actions, illuminated by the glare of your jeep's headlights.



The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of 'submarine' in which to achieve it.



Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.



Screen shots shown are taken from the Atari ST versions. Actual sceens may vary by format

TOTAL FREEDOM- FROM RAI

(1,000 miles long X 1,000 miles wide X 15,000 feet high.) + (4,000 characters X 22 modes

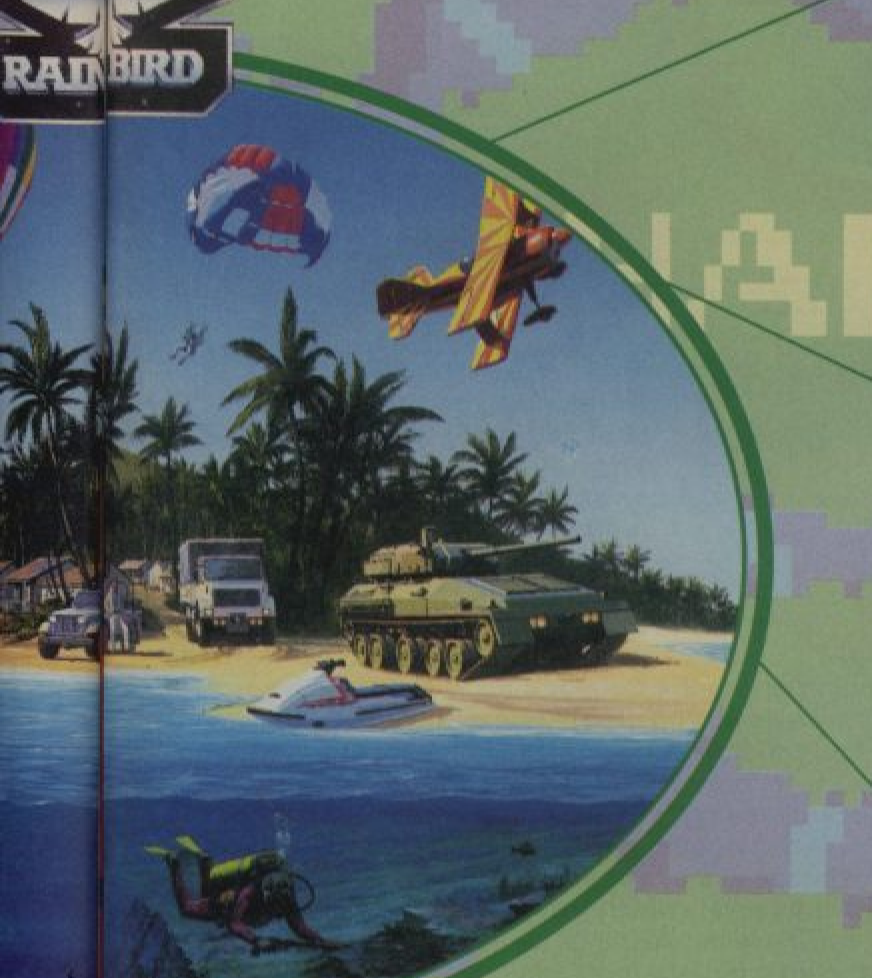
OF FREEDOM

A three dimensional environment packed with action, adventure and strategy. Entering it is easy......breaking free is what's hard !

u
om

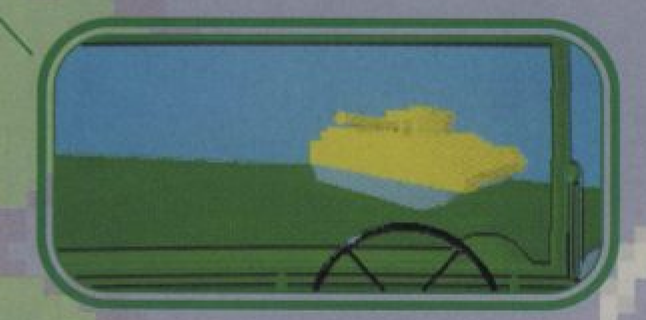


A million square miles of accurately mapped 3-D terrain, generated by fractal techniques, and fully light sourced throughout, provides a playing arena far superior to even its predecessor, Midwinter I.

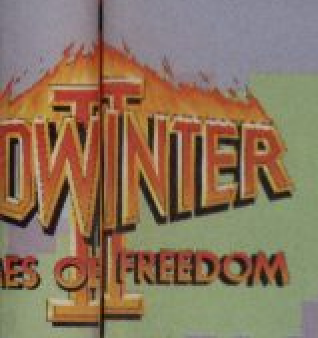




Fly the skies above the forty-one islands by helicopter, zeppelin, parachute, rocket pack, or, as seen here, biplane and balloon, all offering superb views of the land and of the other aircraft.



The enemy have a vast array for firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.



The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.

Flames of Freedom will be available shortly for your Commodore Amiga Atari ST and IBM PC compatibles

RAINBIRD MASTERS OF STRATEGY

odes of transprt X 1,000s of buildings) = 3,000,000 cubic miles of Action, Adventure and Strategy.

AMIGA £24.99
C64 £10.99
BY STORM

Dateline: now. A situation has arisen - a vicious empire has invaded, intent on nothing less than total global domination. Their technology is unparalleled - ground assault units, missile launchers and tactical aerial strikes have all but conquered what little resistance there is.

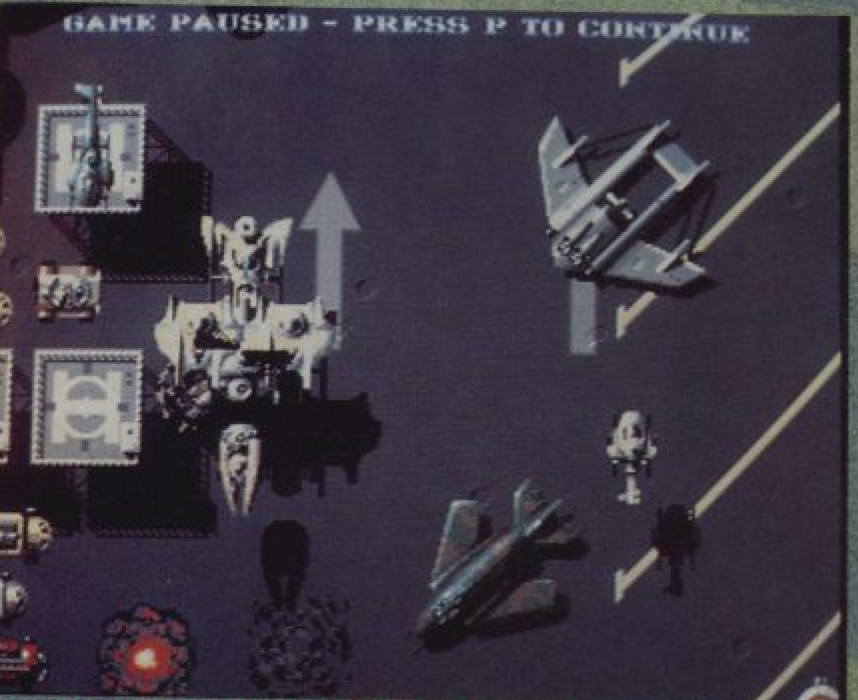
Enter the elite Special Weapons Interdiction Vehicle (SWIV) assault team, with the latest in counter-assault firepower - a helicopter gunship (which can only fire vertically, but can fly over all terrain) and an armoured jeep (which can fire in eight directions, but has to follow certain routes across the battleground). Taking control of one of these ultimate combat transports (with a friend controlling the other, if in two-player mode), your objective is to battle through the sixteen different landscapes, to destroy as much of the enemy forces as possible.

At the end of each landscape lies a giant enemy installation which must be destroyed to progress - it isn't that easy, however, as the base will throw everything it has at you to stop you dead!

CVG HIT



▲ Mind your chopper (eh?)!



▲ Don't just gander - blast that goose!

ROB SEZ...



Wow! If you thought Silkworm was tops, just wait until you get a load of this! The top-down viewpoint, gives each vehicle its own individual style of play - using the jeep is just as enjoyable as its airborne counterpart! The graphics on the Amiga version are absolutely stunning, using the Copper chip to the full - the backgrounds are all made up of separate sprites! The C64 doesn't lose out, either, with loads of craft nipping around the screen like there's no tomorrow! The sound on both games is also outstanding, with tons of loud and raucous explosions - when the going gets tough (which it invariably does), it sounds like a full-scale war! Add to that the automatic difficulty level (which takes into account how you're doing and if one or two players are taking part), and you've got yourself one of the most addictive and playable blasters in ages. Miss this and you'll never forgive yourself!

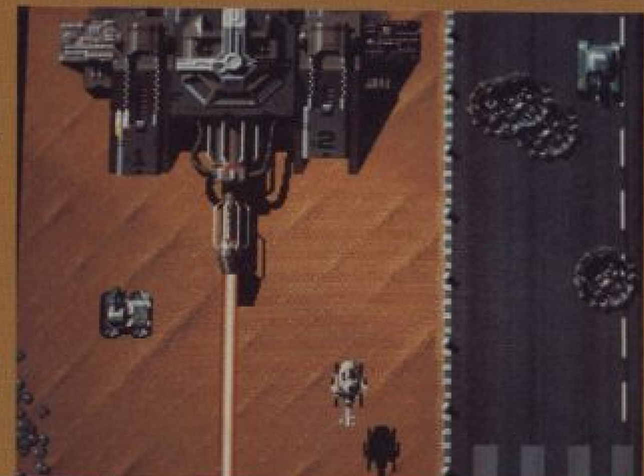
ROBERT SWAN

BATTLE-GROUND BONUSES

At certain points, the components of a "goosecopter" fly on screen then join up. When it's in one piece, the only vulnerable point is the central body, but this is partly shielded at the front by the swinging "head". Once destroyed, these nasty objects leave behind a number of tokens, which award the following goodies:

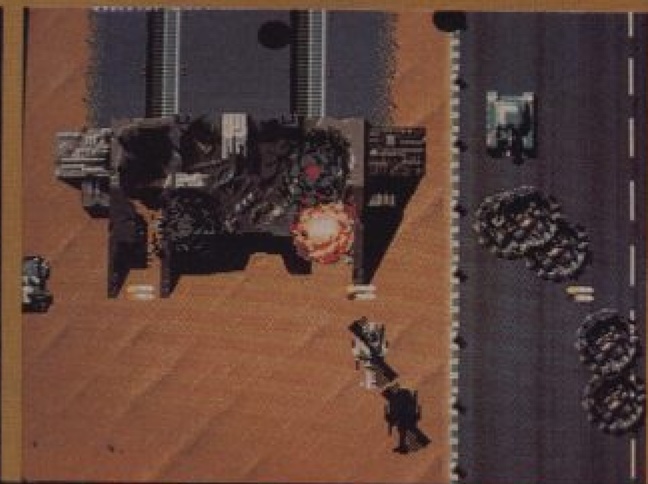
DOLLAR Gives a 5,000 point bonus, as well as a limited shield.





BONUS Awards the player a number of bonus points.



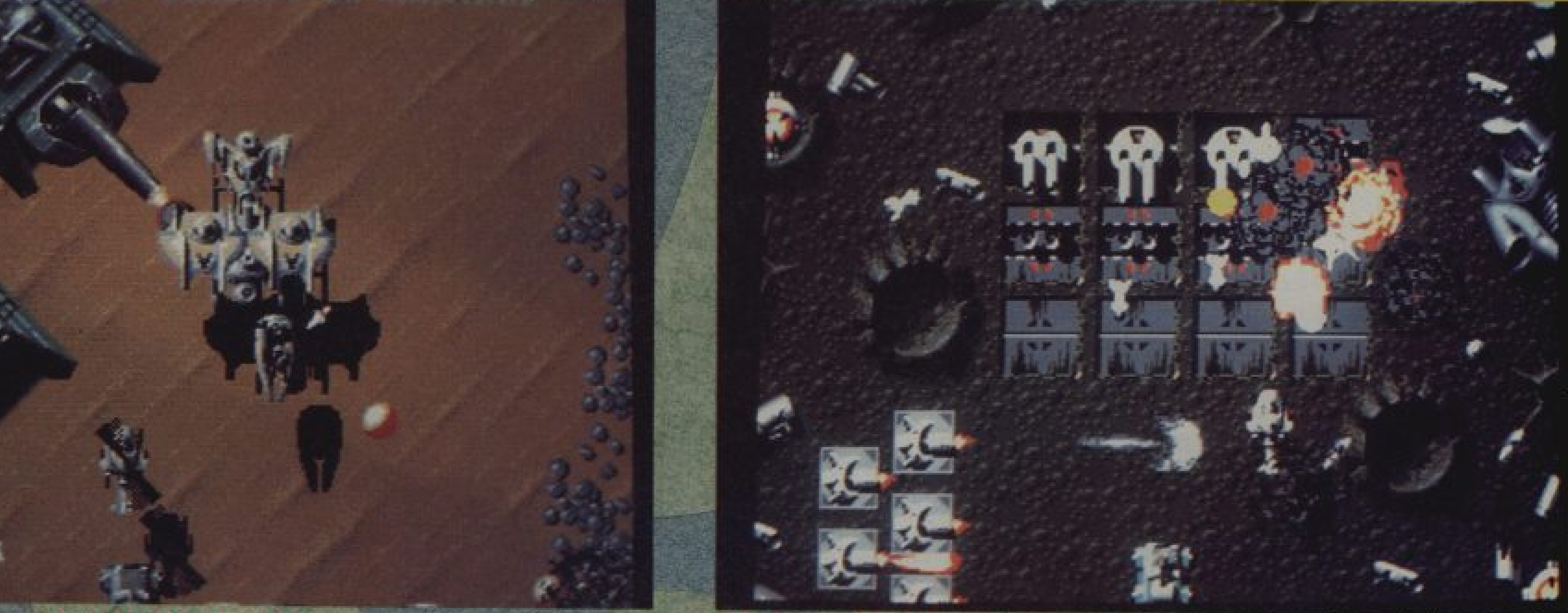


SWIV

SPECIAL WEAPONS INTERDICTION VEHICLE

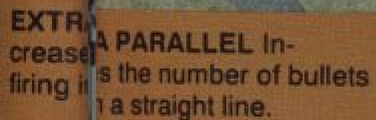
MASSIVE METAL MONSTER MALARKEY

The enemy installations aren't just going to sit back and let the world go by - no, siree, they let you know they mean business with some of the biggest weapons yet seen in any game! Take a look at this first base, for example - keep out of the way of that cannon, or **BOOOM!**



▲ Destroy that gooseneck for power-ups!

▲ Now you're in trouble...



EXTRA PARALLEL Increases the number of bullets firing in a straight line.



EXTRA SPREAD Fans the increased number of bullets out, for a wider kill area.



RAPID FIRE Exactly what it says, really!











Specs for the jeep...

CVG HIT

UPDATE

SWIV will be exploding on to the ST (£24.99), Spectrum and Amstrad (£10.99) very soon now, with (hopefully) just as much frantic blasting action as the versions reviewed here. Check out the relevant Bytesize sections over the next few months for an update.

and for the 'copter!

PAUL SEZ...



There aren't many Amiga blasts that I would go out of my way to play, but this one is something else! It's brilliantly programmed with the sort of features you only see on console shoot 'em ups - really detailed graphics, super-smooth, full-screen scrolling, explosive sound effects, loads of missiles on the screen and first-rate gameplay. What I liked most about SWIV was the enemy vehicles, which you might think is strange, but they look just like the sort of tanks, trucks and aircraft Gerry Anderson used to dream up for the SF programmes of my youth. Elderly arcade fans should also watch out for the "Tribute to Xevious" part-way through the second section. The use of the two vehicles is as accomplished as it was in Silk Worm, though I found the Jeep more difficult to control than the helicopter because I couldn't quite master the jumping control. Still, they tell me practice makes perfect, so I've got a good excuse to get back to the game and start playing it again. So if you'll excuse me...

PAUL GLANCEY







SMOOTH AS SILK

Though not strictly speaking a sequel SWIV could be thought of as the follow-up to a Tecmo coin-op released back in 1988. This enjoyable horizontal scrolling blast featured a similar style of simultaneous two-player action, but playing the jumping jeep was a difficult job at best, due to the large number of ground installations. Silkworm was converted to home computers a year later by Random Access (who, by no strange coincidence, are also the team behind SWIV), and received rave reviews across the board - Paul awarded the cracking Amiga version a CVG HIT! in the July '89 issue. Now it's been re-released on the 16 Blitz Plus and Mastertronic Plus labels (for £7.99 and £2.99 respectively), so if you're considering forking out for this excellent slice of blasting action, check out the relevant Bytesize reviews elsewhere in the mag!



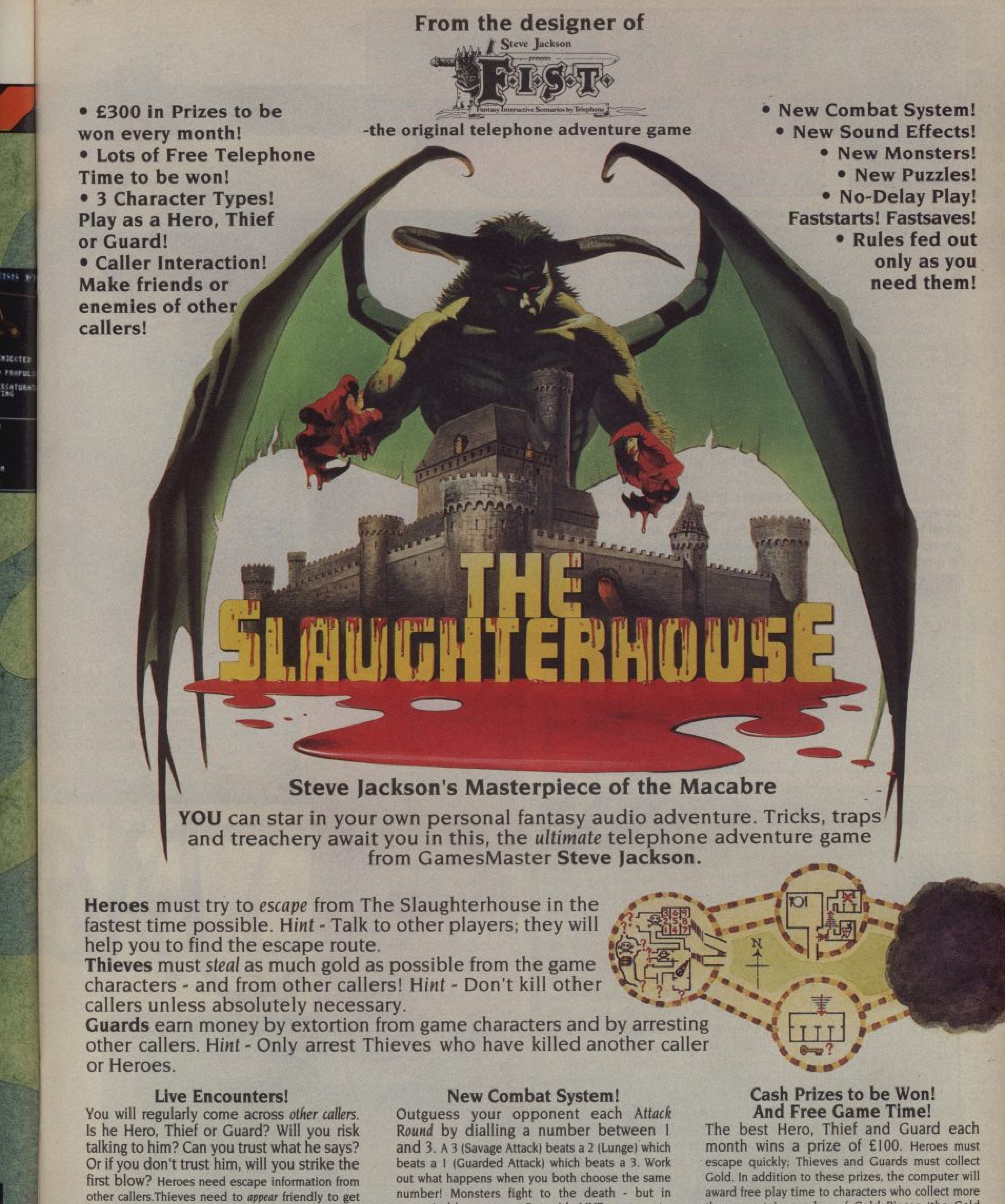
▲ That's one big gun!

▼ Anarchy on the airfield!



AMIGA	
GRAPHICS	93
SOUNDS	92
PLAYABILITY	92
LASTABILITY	90
OVERALL	93

C64	
GRAPHICS	89
SOUNDS	90
PLAYABILITY	90
LASTABILITY	88
OVERALL	90



☎ 0898 10 10 50

Calls cost 33p per minute cheap, 44p per minute all other times. The Slaughterhouse can be played on ALL TYPES of telephone. Some callers may find that dialling a '1' will exit from the game and suspend the call. This occurs at BT exchanges and is not a fault of the game system. If you experience a problem, please call again with a touch-tone telephone. If you need more information send a stamped, self-addressed envelope to Computerdial, 7 Leapale Road, Guildford, Surrey GU1 4JU, marked "Slaughterhouse".

REVIEW

PC ENGINE £29.99

BY HUDSON SOFT

That inscrutable martial artist, and star of numerous chop-socky movies, Jackie Chan, is in a real fix this time. The Lord of the Underworld has spirited his beloved off to the dark recesses of the abyss, to make her his slave! What can a karate-kicking hero do, but make tracks after her, and kick the evil one's butt into the middle of next week?

Viewed from side-on, Jackie has to progress through six levels, kicking seven bells out of any opponent that dares to stand in his way. The bad guys aren't about to sit down and die, however, and will do everything in their power to make sure Jackie doesn't succeed! Contact with either an enemy or his weapon results in the loss of one of Jackie's energy points - once these are all gone, Jackie goes all a-quiver and collapses!

Friendly frogs wait en route, and when punched they release power-ups for Jackie to catch, bestowing extra energy, super spin kicks or super high kicks. These power-ups are limited in number, however, and must be used wisely. Also in Jackie's arsenal is the ability to power-up his "fists of fury", and unleash an energy bolt of devastating force!



▲ Tiger, tiger, burning bright...



▲ Flamin' heck - it's hot stuff!



CLOUD BOUNCING BONUSES

If you're lucky enough to come across a key to a secret room, Jackie can grab loads of extra goodies! Jackie has to bounce from cloud to cloud without falling off and collecting the fruit as he goes. When the timer reaches zero, Jackie is awarded extra lives, points, energy and power-ups, depending on which fruit he collected!





RICH SEZ



If ever you want to watch a film with a wafer-thin plot, plenty of violence and loadsa laughs, I can highly recommend any of Jackie Chan's movies. Bearing in mind all his laugh-a-minute antics, I thought that this would be a brill game. I was a tad disappointed. Poor old Jackie seems to have gone through a timewarp to ancient Japan (no leaping on top of a moving lorry and taking on seven ninjitsu aces in mid-air, no sir) - completely losing all of the atmosphere of the movies! Still, although the game wastes the potential of the licence, it's still a good laugh to play with some really nice sprites (especially the tiger on level one) and decent grunts, groans and tunes beefing up the audio aspect. The game is also very challenging and there's plenty of variety in all the levels. If you're into platform-based beat 'em ups, give this one a go.

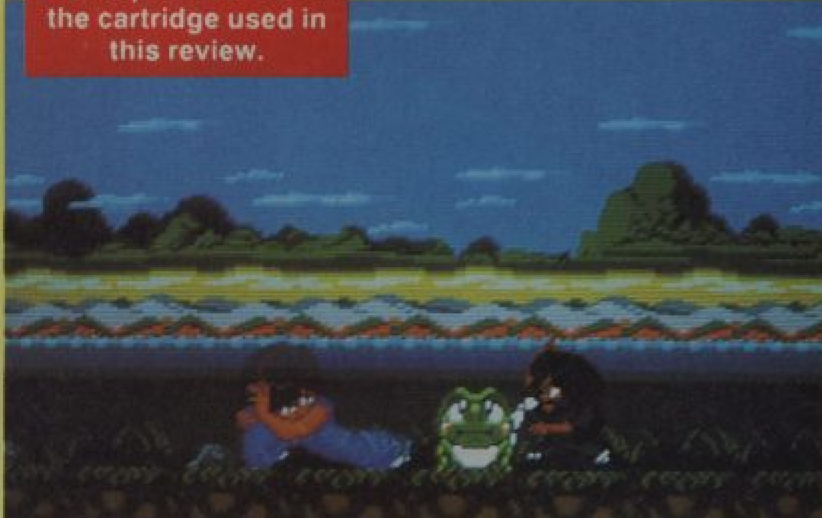
RICHARD LEADBETTER



THANKS
Thanks to Console-Concepts (0782 712759) for the loan of the cartridge used in this review.



CKIE CHAN



▲ *Have you got frog's legs? No, I always walk like that...*

ROB SEZ



I'm not exactly the world's biggest fan of chop-socky movies, and Jackie Chan doesn't strike me as being among the likes of Harrison Ford in the film star stakes. Bearing this in mind, I approached Jackie Chan with some trepidation, thinking "yeah, just another beat 'em up". But, as some games have a sneaking tendency to do, this had me completely addicted before long! It's not just the audio-visual aspect which makes this so good (although the way Jackie leaps, kicks, and punches is pretty good) but the sheer addictive nature of the game which keeps dragging you back for another go. The addition of secret levels only makes the game more entertaining, thereby prolonging the game's lifespan. Easy to get into, but a real mutha to complete, Jackie Chan is a must for any PC Engineer's collection.

ROBERT SWAN



PC ENGINE	
GRAPHICS	85
SOUNDS	82
PLAYABILITY	89
LASTABILITY	85
OVERALL	88



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C64 CARTRIDGE £24.99

BY SYSTEM 3

It is the twelfth century. The evil Shogun, Kunitoki, having fled from present-day Manhattan, has taken refuge in ancient Tibet. His new lair is the Palace of Mysteries, the source of the Ninja's power of stealth and magic. The dark one's goal - to completely destroy the Ninja by perverting their temples into sanctums of evil and chaos!

To test his plans, Kunitoni has called upon his age-old adversary, the Last Ninja Armakuni. Dragged through time and space, Armakuni has to traverse five forced-perspective levels, each of which depict the various chambers of the temple. Each chamber signifies a particular element; Earth, Wind, Water, Fire, and finally Void, in which Armakuni must defeat Kunitoni once and for all!

It's not as easy as it sounds, however. Not only are Kunitoki's forces out to utterly destroy the lone shadow warrior, but puzzles have to be solved in order for Armakuni to progress - if these aren't overcome, the Ninja will face a fate worse than eternal doom...





▲ *The water level in all its glory.*

▼ *Getting all fired-up!*



THE FIRST LAST NINJAS

The first Last Ninja game (?) was released during 1986 after an extensive advertising campaign, and an even longer wait (prompting some wits to call it "At Last The Ninja"). Featuring brilliant chopsocky action and great graphics, Last Ninja also surfaced on the 16 bits as Ninja Remix (although the first one was supposed to have been released along with the C64 version - an Atari version was planned, but never saw the light of day). Last Ninja 2 was no less stunning than the first game. Set in present day New York, the game saw Armakuni take on the Shogun's forces, crooked cops, thugs and all sorts of other strangeness. Although the 8 bit versions received general acclaim and many rave reviews, the ST and Amiga versions (programmed and published by Activision) were, surprisingly, inferior and as such were slated something chronic!

▼ *Mr Death comes to play...*



▼ *A one-on-one battle!*



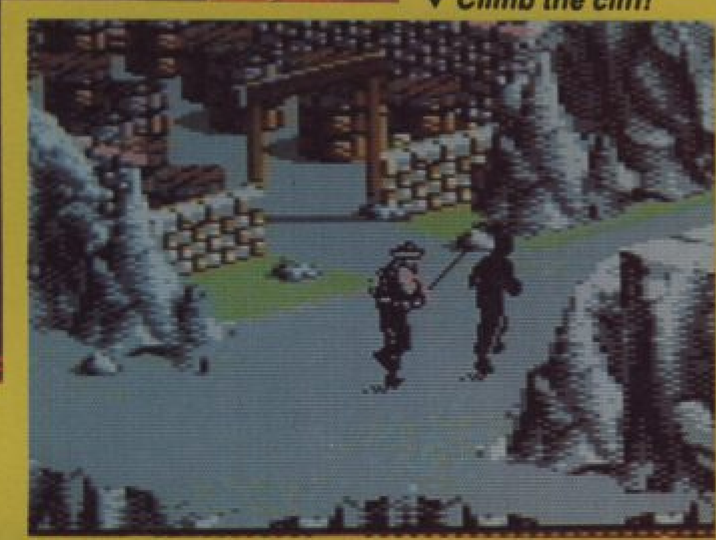
LAST NINJA 3



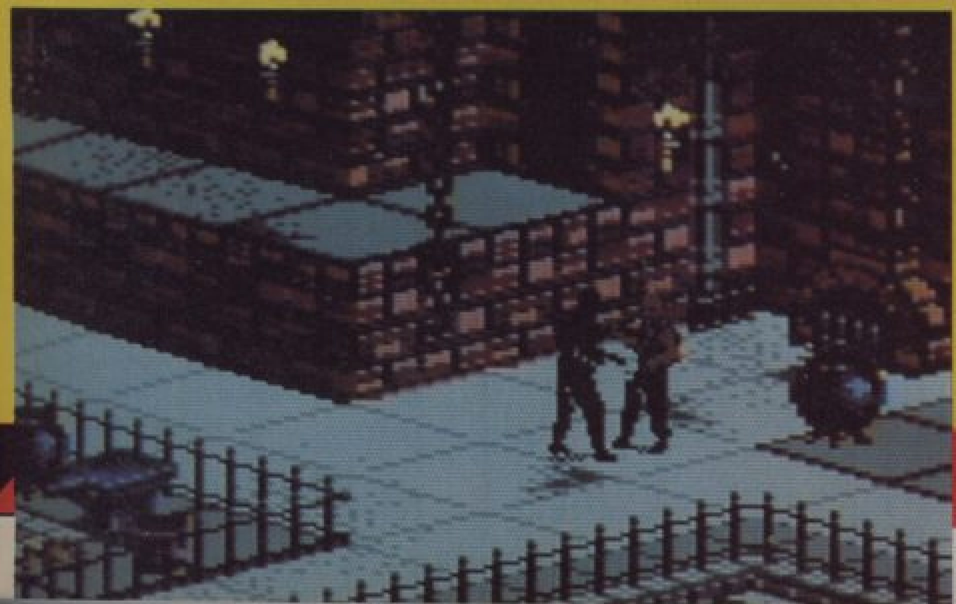
BUSHIDO BASHING

If you are drawn into combat (as you inevitably will be), it's important to keep an eye on the prayer wheel at the top-right hand corner of the screen - this will inform you which weapon your assailant will attack you with. If you try to utilise the same weapon against him (if you have it in your arsenal, of course!), victory will increase your Bushido level. Your Bushido level dictates how much damage you can inflict upon an opponent - with a reasonable amount of Bushido and an average weapon, you can hope to defeat any enemy with little trouble. However, if your bushido is low, and even if you are using a powerful weapon (such as the nunchaku), you're still in for a rough ride. Facing Kunitoni with anything less than full bushido is suicidal!

▼ Climb the cliff!



Prepare ▼ for pain!

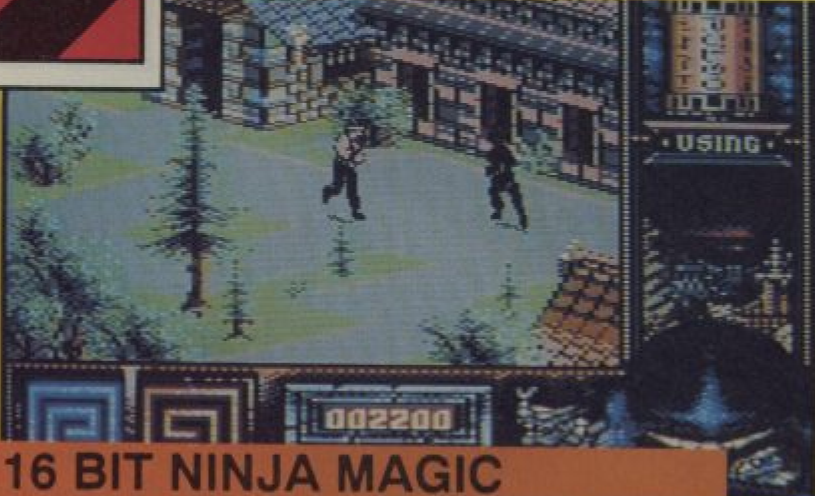


ROB SEZ...



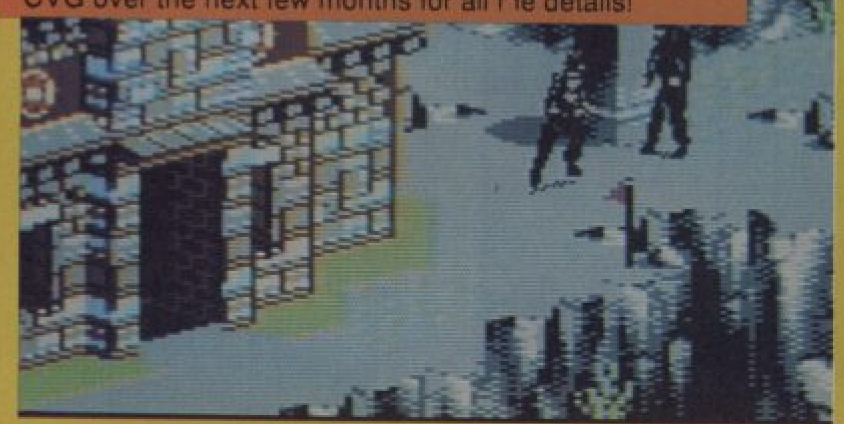
As a fan of Last Ninja (and as someone who thought that Activision's 16 bit versions of Ninja 2 were little more than laughable), it's great to see that System 3 are determined to produce the best from an 8 bit machine. The C64's graphics and sound are really pushed to their limits, resulting in some of the most incredible audio-visuals you're likely to see on any 8 bit - the Void level, the intro and the end sequences are enough to have even the most cynical Amiga owner eating his words. The construction element of the puzzles makes the game that much more enjoyable to play, and increases the game's lastability. Okay, so twenty-five quid may sound like a lot of dough for someone used to forking out a tenner on a game, but when you're getting a game as big and as good as this, you're definitely getting your money's worth. Overall, this is the best thing on the C64 in years - and I ain't joking.

ROBERT SWAN

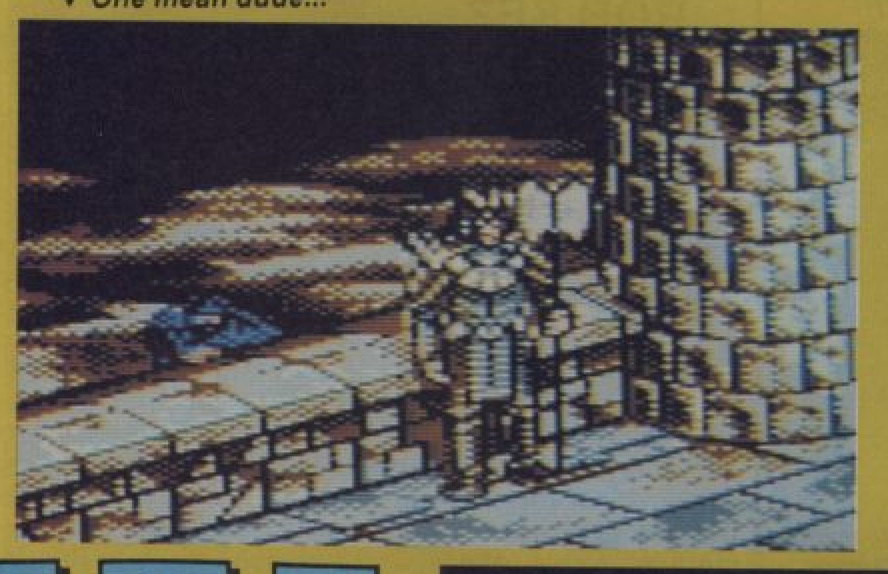


16 BIT NINJA MAGIC

The Amiga version of Ninja III is also coming along very nicely, and as you can see from these early screen-shots, should be just as impressive as the C64 game. Although the intro and end sequences were missing from this demo, as were the spot effects and collision detection, the Amiga's graphics are little short of gobsmacking. When will all of this be available to you? Check out CVG over the next few months for all the details!



▼ *One mean dude...*



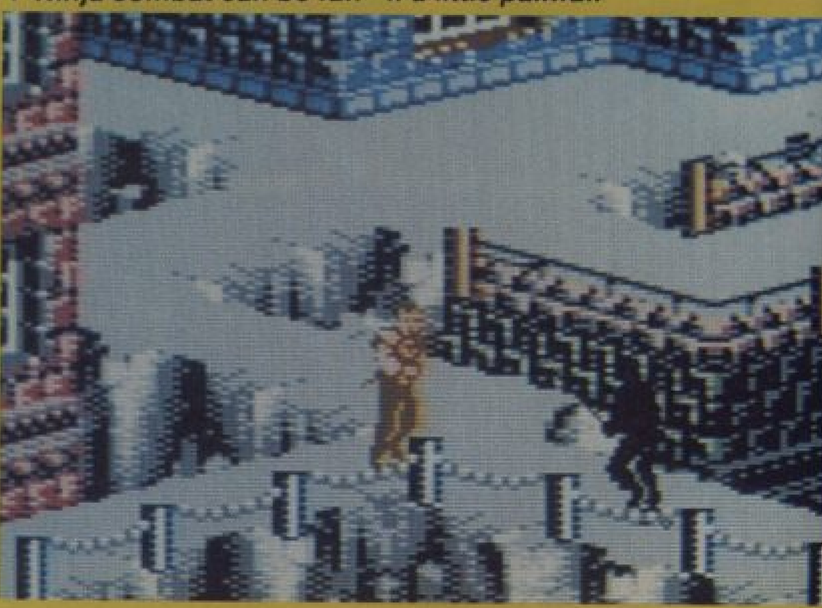
RICH SEZ...



Where shall I start? Well, perhaps at the beginning - and what a beginning! Ninja 3 has the most amazing intro sequence yet seen on a C64 game, with Amiga-quality graphics and sound (I kid you not). I'm happy to say that this amazing attention to detail continues right through the game. The graphics are simply stunning - probably the best yet seen on a C64 game. The sound is similarly impressive, with soundtracks that match each elemental level (the sounds of wind on the wind level - you get the idea). Each level is a real bitch to complete with some of the most cunning puzzles ever, but the solutions are quite logical (in a warped sort of way). The only thing that hasn't been improved is the ninja combat - this is still a case of just choosing a weapon and laying into your opponent. It would have been nice if a larger degree of skill was required in combat. Still, Ninja 3 ranks as the best C64 game I've played for years - well worth the money.

RICHARD LEADBETTER

▼ *Ninja combat can be fun - if a little painful.*



UPDATE

Ninja III should be slashing onto the Atari ST and Amiga within the next six weeks. As soon as we have anything further, you'll be the first to know.

▼ *Cor!*



C64 CART	
GRAPHICS	96
SOUNDS	90
PLAYABILITY	93
LASTABILITY	94
OVERALL	94

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ACE

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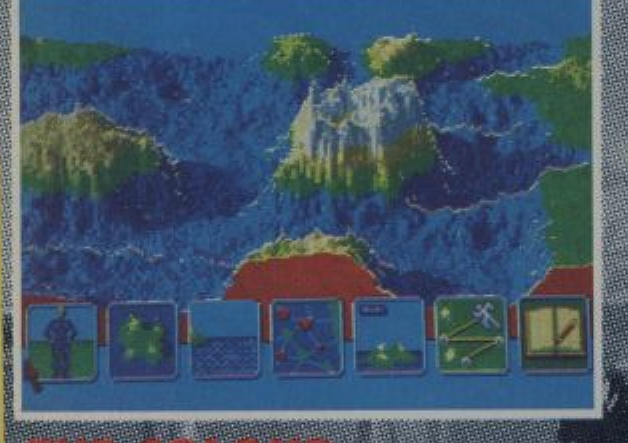
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MASTER SYSTEM £29.99

BY TECMAGIK



Wacka-wacka! PacMan has returned, only to find that PacWorld has gone all forced-perspective on him! A strange state of affairs, indeed, but to PacMan, it's business as usual - time to stuff his face! The problem is, those pesky ghosts - Inky, Pinky, Blinky and Clyde - are back as well, but with two new cohorts, Sue and Jumpy, and all six are out to sink their chompers into PacMan's hide!

PacMan's objective is to race around the five levels (Block Town ,PacMan Park, Sandbox Land, Jungly Steps, and the new secret level, Coin World) munching down all the video pills in order to progress to the next stage. Contact with a ghost will result in the loss of one of his three lives, but the tables can be turned by gulping down one of the four power pills, to be found in each corner of the maze.

If the going gets too harsh, PacMan can use his new "bounce power" to leap over the heads of any ghost that gets too close!



▲ *Choose your destination, PacMan!*

THE LIFE AND TIMES OF PACMAN

PacMan's video history is just as extensive - the original coin-op, the Atari VCS and 8 bit cartridges, Ms PacMan, Baby PacMan (a curious mix of a mini pintable and a video game, which, unfortunately, flopped), Super PacMan, Professor PacMan (an educational coin-op?), PacLand (from which the TV cartoon series, which is still being screened today, was spawned), Super PacLand (more of the same, only harder), PacMan Jr (another Atari VCS cart), and finally PacMania. What next, we ask ourselves? How about PacMan on the Game Gear?

▼ *Go for the power pill, Pac!*





▶ *PacMan's this time he's twice as deadly!*





▼ *The key to Coin World!*



RICH SEZ...

First of all, there's no denying the technical brilliance of PacMania - the graphics are virtually the same as the acclaimed Amiga version with super-smooth scrolling throughout. The playability is just as good as the coin-op version (although it's a tad more difficult methinks) and the instantly addictive gameplay will have you hooked from the outset. Unfortunately, it's perhaps too close to the coin-op for its own good.

RICHARD LEADBETTER



UPDATE

PacMania's been out and about on computers for ponks, courtesy of Grand-Slam. For those of you who didn't grab it first time round (what's wrong with you?), check out a new compilation from US Gold, containing this and Pac-Land.

Next stop: PacMan's Park! ▶

▲ *Gh[...]st City in B[...]k Town!*

THE MONEY MAZE!

As well as having all the worlds of the coin-op, the Pac-Mania conversion also has one extra maze to wacka-round. Coin World can only be reached from the first level, by... oops, no, we won't tell you just yet - see if you can work it out for yourself. It's not difficult to reach, but its pathways are packed with bonus points in the form of shiny gold dubloons!

▲ *Exploring Coin World...*

ROB SEZ...

For their first title, Tecmagik have definitely come up trumps! I'm a great fan of the original PacMan, and used to spend hours piling coins into the coin-op. PacMania is essentially more of the same, only in 3D. The thing that really makes this game is the speed - it's quick, fluid, really responsive, and most importantly, fun - qualities which are vital for a game of this nature. The audio-visuals are great, with full-screen scrolling, well drawn and colourful sprites, some great renditions of the coin-op music and that old "wacka-wacka" sound. PacMania is easy to get into, but the only thing that may put some people off is the repetitive nature of the game. If you're a fan of the genre, however, you'll love it.

ROBERT SWAN

PAC PARAPHERNALIA

As one of the most famous characters in computer history (more so than Mario in the early eighties, and that's saying something!), the number of PacMan related items that could be grabbed was little short of incredible. Towels, miniature video games (which spawned a thousand and one rip-offs), board games, cuddly toys, pyjamas, lunch boxes, thermos flasks, a PacMan fan club (honest!), bedspreads, posters, T-shirts, bubble gum, watches, sweets, wallpaper, stickers, books, a record (the brill PacMan Fever) - the list goes on! PacMan even went on a US tour along with Blinky the ghost, and was nearly mobbed by thousands of screaming fans! Can you imagine PacMan being saved by the US National Guard?

SEGA	%
GRAPHICS	88
SOUNDS	86
PLAYABILITY	89
LASTABILITY	84
OVERALL	86



Four levels of difficulty will help you to learn quickly - and optional autopilot landings will allow you to concentrate on airborne action. The controls are simple, effective, and easy to remember. It is a great flight sim for beginners and experts alike.



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IBM PC & Amiga screen shots



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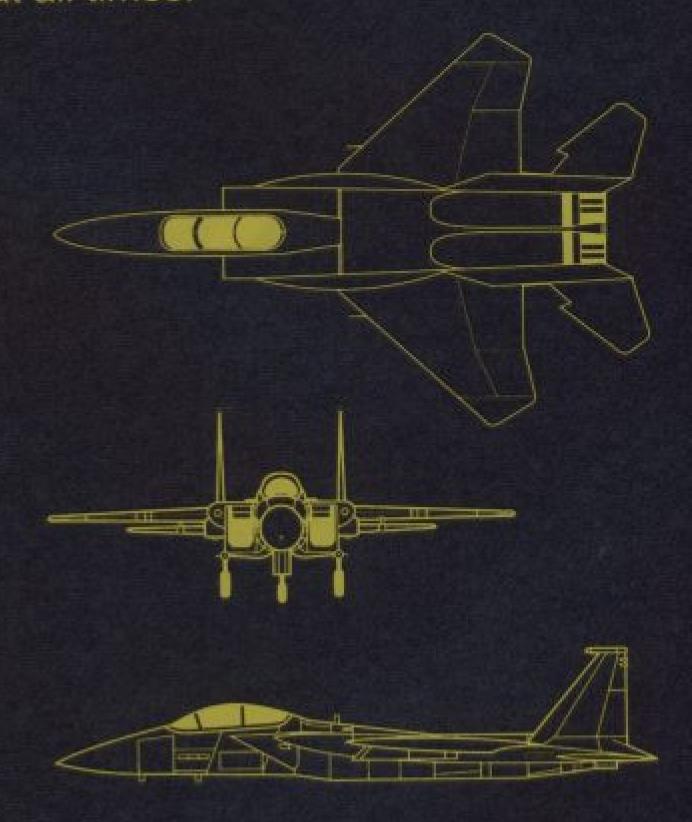
F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and g

AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

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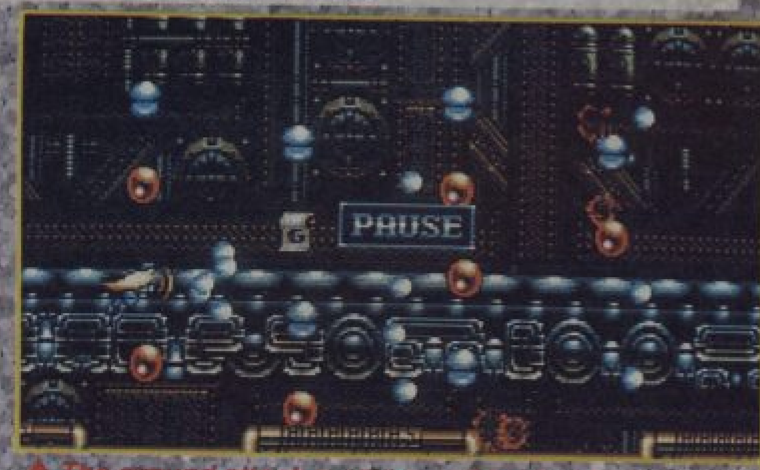
BY MASIYA

GYN

CVG HIT

The evil Iccus Empire are massing for an attack on the very symbol of everything good and righteous - Heaven itself! The gods, pretty obviously, are not particularly enthralled with the idea of the denizens of darkness occupying the heavens, but being so nice they can't force themselves to use some of their divine power on the approaching marauders!

Enter Wor, a mean, strutting angel with "an attitude". He's the sort of chap whose fighting skills are so lethal that even shaking hands with him leads to instant agony and eventual death! He's also the only angel who feels like using his powers for the benefit of Heaven, so out he trots out from his heavenly hideaway to enter six zones of scrolling shoot 'em up destruction, meting out violent death to anything of devil-born! Success is vital in order to maintain the ever-threatened balance of power between Good or Evil (or some other concept that's straight out of Dr Who).



▲ The ground attack magic scroll beckons...

▲ Wor sets out for more scrolling ...

ANGELIC ICONS!

Wor can collect various icons in order to further his alien-annihilating cause. Feathers increase his speed. Blue crystals increase the power of his blue weapon (a front-firing spray weapon). Red crystals boost the red weapon (equal front and rear firepower). Collect the yellow crystal, and Wor is endowed with superb front-firing photons with limited rear-fire as well - at no extra cost!

RICH SEZ...



Take a large dose of Hellfire-style playability, stir in graphics that more than match the superlative Thunderforce 3 - and you've got one great blast! Gynoug oozes playability from the word go, with some of the most extensive power-ups you're ever likely to come across in a shoot 'em up! From the boring old energy balls to the awesome spinning-angel type thing (specific, huh?), Gynoug certainly gives you the tools to carry out the job! The graphics are great with a really nice mythological feel to the sprites and backdrops and some stomach-churning effects - the wobbly screen is really weird. The sound ranks as some of the best I've heard on the Megadrive. I plugged in my mega-expensive bass-blasting JVC headphones and I was well and truly amazed by the swingsome tunes and explosive spot effects. Right then, all in all, a very challenging game that Megadrive owners should take a look at ASAP. Understand?

RICHARD LEADBETTER



▼ Facing up to level one's mid-level boss!

END-OF-LEVEL

At the end of each level, the ... hind a rather nasty piece of w... level line-up are gargantuan ... belly is vulnerable) and motor... gines! If you think that's a bit ... of level three provides Wor w... on a vicious rock monster! Ha... fiends will no doubt be over th... more evil creatures remain!

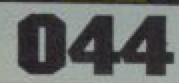


▼ Dispensing deathly ...

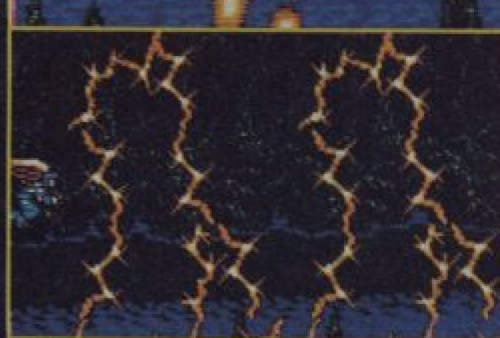
▼ Check out the detail on this evil guardian!













THE ANGEL OF DEATH

Along the path of destruction, Wor can collect scrolls and each has a specific use against the evil Iccus Empire. Collect more than one and the weapon is more powerful when selected!

ENERGY BALL Huge fiery balls burn around the screen killing all in their path!

LIGHTNING BOLT Fairies at the top of the screen mete out lightning death to all underneath!

THUNDERBOLT Just like the Lightning Bolt, except this baby is front-firing and even more deadly!

GROUND ATTACK A ground-hugging missile destroys all in its path! Power-ups add a ceiling-hugging missile!

MAGIC MISSILES In other words, homing missiles. Power-up and launch even more of these devils!

MULTIPLE Fairy-like multiples encircle the angelic hero, killing all!

SHIELD Pretty obvious.

WILDFIRE Makes Wor's fire far more destructive!

THANKS

Thanks to Console-Concepts (0782 712759) for the loan of the cartridge used in this review.









...lling annihilation!

...VEL EXCITEMENT!

...l, the Iccus Empire have left be-...k! Included in the end-of-...ce of wor...ne giants (only its under-...tuan sto...ed bullet-spewing war en-... motoris... a bit on the tough side, the end ...Wor with the opportunity to take ...ter! Hard...ened shoot 'em up ...over the moon to learn that three ...ain!



...ly ...htning justice!





ROB SEZ...

The problem with Megadrive shoot 'em ups is that there are too many of them, which means any new blaster has to be really spectacular to make any impact. Gynoug is this, and more! The graphics are absolutely incredible, with some brilliantly atmospheric backdrops - I was stunned into silence by the see-sawing stomach-like level, which is saying something!. The audio is also tops, with some of the most adrenalin-inducing soundtracks and spot effects yet to be heard on the Megadrive! My only quibble with Gynoug is that it suffers from an unrelenting difficulty level which could have inexperienced gamesters screaming in frustration. However, more hardened players with a taste for scrolling laser annihilation will get a fair few hours entertainment out of this - so if fast and furious action is your bag, take a look pronto.

ROBERT SWAN

MEGADRIVE	
GRAPHICS	94
SOUNDS	93
PLAYABILITY	88
LASTABILITY	90
OVERALL	91

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BY NINTENDO

Welcome to the Pilotwings school of flying! Here, entrants learn everything necessary in order to become a real airman, capable of handling any aircraft in any situation. Your aim is simple. Graduate with honours from the Pilotwings Academy and use your newly-earned skills to complete a deadly mission... or two!

Four rounds of aviating antics face the prospective candidate before a serious mission can be undertaken. Each time you take to the skies your objective is to score points by simply travelling through a series of hoops dotted around the airscape and successfully land. Simple, eh? After each round your performance is critically appraised by one of four instructors. Points are deducted for clumsy flying, time-wasting or death(!), and if you don't get the points, you don't get onto the next round!

Complete one mission, and you're sent back to the Pilotwings Expert school, where the going really gets tough!

CVG HIT

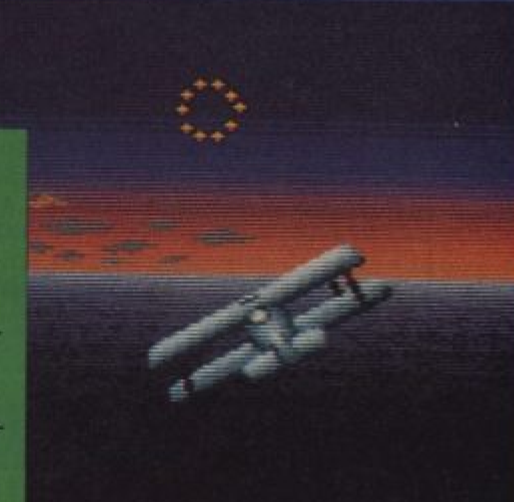
パイロ

▼ A night-time landing for this Pilotwings expert.

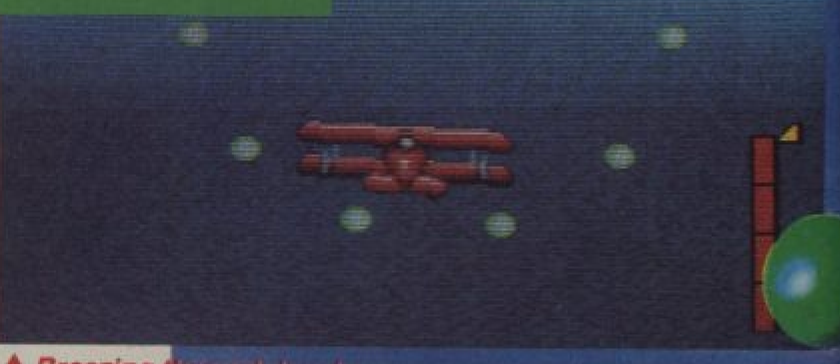


BIPLANE

A single-seater job that's a cinch to control. Watch out though, clumsy flyers or speed demons usually end up missing one of the hoops - and in Pilotwings every mistake costs you points which could mean the difference between disqualification and entry to the next level! When landing, always remember to get your plane as close as you can to the centre of the runway. Extra points are awarded for accuracy, you see.



▲ Locking on to the next target...



▲ Breezing through level one.



RICH SEZ...



The first thing that'll strike you with Pilotwings is the amazing visual quality of the game. The graphics are simply incredible - the Super Famicom's custom graphics give the player a totally realistic environment to fly around. The sound is similarly impressive and the spot effects are cosmic - the skydiving has the most realistic wind effect you'll ever hear! I'm also glad to say that Pilotwings has the playability to match the audio-visuals. The variety in all the modes of transport will keep you at the Famicom for weeks, and I spent hours trying to get through each level - just to see what new graphical feasts awaited! My only niggle with Pilotwings is that the landscape is completely flat, but this doesn't detract at all from the gameplay. All in all, an essential purchase for Super Famicom owners. So essential, in fact, that I had to add it to my own Famicom collection, so there you go - what more can I say?

RICHARD LEADBETTER

Pilotwings™

パイロットウイングス

SKYDIVING

Candidates should be fully versed in escape procedure, and this is tested in the skydiving section of Pilotwings. A helicopter carries you up to 3,800 feet and the player free-falls down at around 1,000 feet hopefully travelling through the green hoops on the way down. Landing is the next priority, so pull that rip-cord and hope for the best! Extra points are awarded for landing on scoring targets, so controlling your descent is essential.

ROCKETBELT

Cut through the air with your trusty two-speed rocketbelt! Simply fly through the green hoops, land successfully and Bob's your uncle! Easy! Well, it would be were it not for the fact that winds blow you around and gravity is constantly forcing you towards the ground. Keep an eye on the fuel level - if that drops to zero, prepare to eat dirt! Candidates should beware of touching down prematurely as this incurs a two point penalty, but in case of disorientation, the buttons on the rear of the control pad instantly switch to a bird's eye view.

▲ Sky-diving can be fun...

▲ Now you've just got to land!

▲ Jet-propelled excitement with the rocketbelt.

▼ Twilight thrills 'n' spills!

▼ Flying high with the hang-glider.

▲ Flying into a thermal.

HANG-GLIDING

The Pilotwings biplane tows you into the sky, but when it cuts the rope, it's just the thermals of rising warm air keeping you aloft! Early levels demand that you just reach a certain height and then land safely. Later levels require you to hang-glide through hoops - not too easy, especially when the thermals start to disappear!



UPDATE
Pilotwings is unlikely to ever reach any other computer, console, or anything, Sorry!

PAUL SEZ...



While everyone else went straight for Final Fight and Marioworld, this was the one I ended up playing after hours. In fact I've spent so much time on it that I've actually got further on the game than anyone else in the office - a real first for me! What I find so attractive are the astonishing 3D graphics and the real feeling of "being there" that the sound effects, detail and smoothness help to create. Also, while there's not much in the way of pulse-racing action, playing is a really skillful business, and the addition of the pass-codes makes it easy to come back to time after time. This is one of the most impressive games I've ever played, and when I buy my Famicom it's going to be top of the shopping list. Is that recommendation enough?

PAUL GLANCEY



▲ *Prepare for lift-off!*

CVG HIT

METAL HAWK?
The first danger-packed mission puts the player at the controls of a helicopter in a sub-game that plays like a cut-down version of Namco's superb Metal Hawk coin-op. The object is pretty straightforward. Simply land on an enemy base and rescue some hostages. Unfortunately the base is surrounded by anti-aircraft batteries that could spell doom to inexperienced pilots! Use your gunship's laser-guided bombs to dispose of this little problem.

The chopper crashes on ▼ *the coast...*



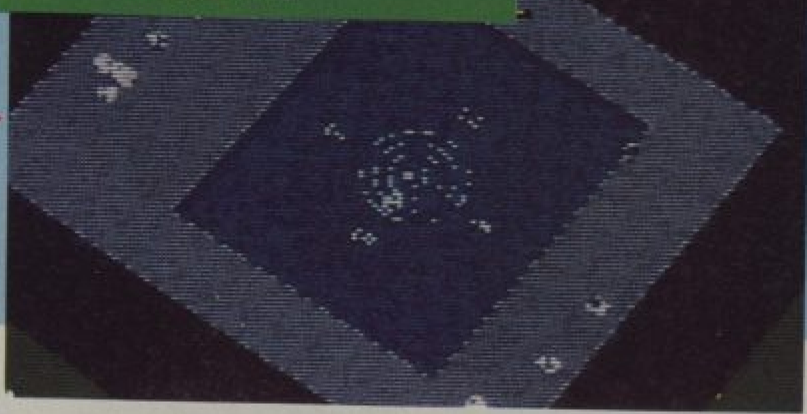


◀ *Our pengiun hero leaps into oblivion!*

A whole battery of rocket launchers threaten the chopper! ▶



FLYING PENGUINS!
A couple of sub-games are hidden in Pilotwings. Land on a moving target (they're pretty easy to spot) and you're instantly whisked away to a mega-points bonus game! Take control of a hapless skydiving penguin or alternatively a man endowed with angel-esque wings who can be made to hop from platform to platform, earning extra points each time he hits terra-firma!



One second ▶ *to splash down!*

FAMICOM	%
GRAPHICS	92
SOUNDS	83
PLAYABILITY	92
LASTABILITY	95
OVERALL	94

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CHEAT MODE

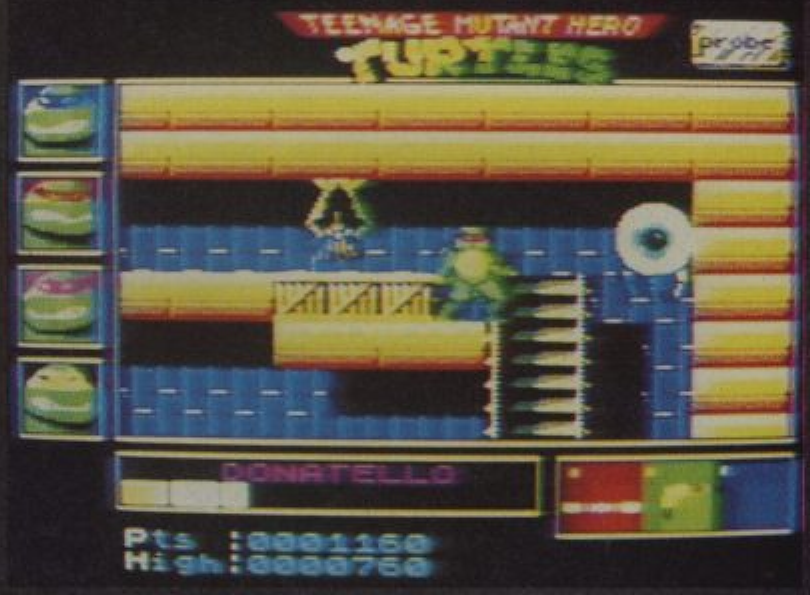
Welcome to another edition of Cheat Mode, THE place to send in all your greatest hints 'n' tips. Original tips seem to be a bit thin on the ground at the moment, so to encourage you to get your mapping and cheat-finding hats on, I'm going to be giving away £100.00 each to the sender of the best set of tips and the best map of the month! Phwoar, nelly! Send your maps and tips to CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

ALL FORMATS

SCI

This follow-up to the Taito's great smash 'n' race coin-op is proving right popular with you computer owners. That being the case, take the advice of G Wilson from Upper Norwood in London. If you have an autofire joystick, plug it in and turn on the autofire when it comes to blasting away the boss of each level and his cronies. This should then kill him extremely quickly! Not bad, huh?





TEENAGE MUTANT HERO TURTLES

Tim and Chris Wilson came up with this list of each turtle's attributes.

RAPHAEL The worst Turtle, not specialising in anything in particular.

MICHAELANGELO Only really good for swimming.

LEONARDO Does the most damage to the ninja masters.

DONATELLO Best Turtle in average combat.

When you finally meet the Shredder, choose Donatello and jump up to the top bar, and use the Bo to jab up under the bar. The Shredder should now pose no problem.

C64

TOTAL RECALL

Paul Macefield sent in a whole load of tips this month, including this one. On the highscore table of this Ocean Arnie conversion, type **LIFE STILL GOES ON**. You can now skip levels in the game by pressing **F1** (pause) and then moving on with the arrow key. Not bad, eh?





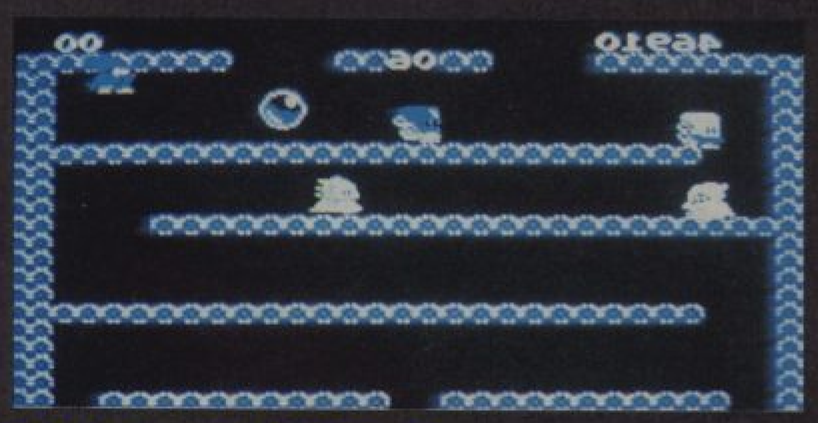
RICK DANGEROUS

More Paul Macefield malarkey, this time for Firebird's classic platform game. On the highscore table, type **BBOOIINNGG** and you can jump to the next level during the game by pressing down all the keys on the left hand side of the keyboard. Also, if you type **FLUFOMATIC** in the score table, you can continue from where you last died on your previous game!

AMSTRAD

FREDDY HARDEST

As I recall, an incredibly frustrating platform romp, so try typing **897653** at the beginning of part two in order to start the second section of the game. Cheers to David Pajor for that little number.



BUBBLE BOBBLE

A topper conversion on all formats, so try out this password on the title screen.

ZZZ133VZZZZZZ4ZZZ1Z4V44ZZ1Y24V32

There, easy when you know how! Another decent cheat from David Pajor!

GEMINI WING

You just can't keep a good pokester down, it seems. Certainly not David Pajor, that's for sure. He's seen fit to send in all these codes for this shoot 'em up!

1. THESTART
2. EYEPLANT
3. WHATWALL
4. GOODNITE
5. SKULLDUG
6. BIGMOUTH
7. CREEPISH

NINTENDO

DOUBLE DRAGON 2

Andrew Priestly of Rochdale is a pretty devious sort of chap. He reckons that for this NES beat 'em up par excellence you can select a 2 player game ("2 PLAYER B") and when the game starts you can kill the other player (the red one) and blag all of his energy! Sounds like a veritable goodie bag of fun to me!

TRACK AND FIELD 2

Ben Butler of Bradford sent in all the passcodes in order to get onto all the different days' events!

DAY 2: DHLK*4ZLG
DAY 3: DRLKQ3Z1G
DAY 4: GRLK*3Z1G
DAY 5: DR1KQ4PLN
DAY 6: MBH+*4P1(heart symbol)
DAY 7: ZB(down symbol)WQ3PLN
DAY 8: R(down symbol)B55PPL1



FAXANADU

Roar Kvakland (what a tremendous name!) sent in this password which makes you a Lord, gives you Dragon Slayer, a battle suit, a battle helmet "and much more". So anyway, here it is.

dLb?cv?,IFNIzaEQhCEIQg

SPECTRUM

TEENAGE MUTANT HERO TURTLES

A well deserving C+VG HIT! a few issues back, and already the tipsters have been at it! We've had plenty of suggestions on how to make your turtles invincible, so try these for size. Unfortunately, our office copy has been blagged by persons unknown so we can't vouch for instant success. Try holding down **1**,



A, **X**, **,** and **"** together (Barry Shields came up with that). Alternatively Matthew Ashman reckons that pressing down **True Video, Inv Video, Delete, Graph, Extend Mode, Edit, Caps Shift, Caps Lock, Symbol Shift, ,** (that's a comma) , and **A** is the key to success.



BACK TO THE FUTURE 2

Robert McMeekin from Cumbria reckons that after dying on levels 2 or 4, you're asked to play again. Now, press "no" and play the tape without rewinding it. You'll now go onto the next level, and your lives counter will read FF, indicating that you've got loads of lives to waste! Hurrah!

AMIGA

GREMLINS 2

We could hear the screams of frustration as Rob tried to play this game a couple of months ago. Perhaps he could have used this tip from Shane Lalies of Gwent. On the highscore table, simply enter your name as **SINATRA**. This will endow Billy with infinite lives, although he seemed to make do with one in the film...



DRAGON BREED

Pause the game and type in **IREM**. You'll now be graced with infinite lives. Pressing N will skip levels as well! Derek Lone from Ireland sent that in. What a gent, eh?

ATOMIC ROBOKID

Here's a cheat that Activision told us about aeons ago, but since some of you lot have sent it in, here it is. On the title screen type **TUESDAY 14TH** and a whole load of Robokids are yours for the wasting!

ST DRAGON

A pretty tough shoot 'em up (not even arcade St Dragon veterans could get past level 2 on this version!) so listen up to these cheats from Ian Ellerkey of Lincoln. Whilst the game is playing type the following, followed by a number from 5 to 10! Remember also to hold the **CAPSLOCK** key down whilst typing...

LEVEL Takes you to the next level.
LIVES Infinite lives.
WEAPON Gives you a better weapon (stop that sniggering at the back).
CREDITS Infinite credits.



ROBOCOP 2

On the title screen type **SERIALINTERFACE** (no space). In the game itself **F9** will top your energy up, and **F10** will jump levels. Jamie Bell from Cleveland sent that one in.

MONTY PYTHON

Jonny Payne sent in this cheat that shows all the hidden bonus squares and enables you to skip to the furthest level that you have got onto. Simply type in **SEMPRINI** on the highscore table!

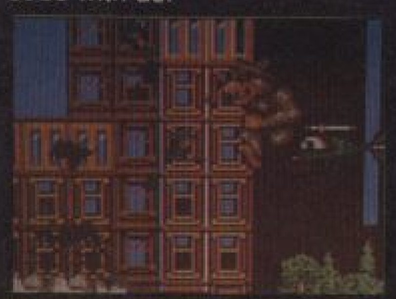
DRAGON'S LAIR 2: TIME-WARP

Remember that Space Ace cheat that completed the game for you? Well, Andrew Roberts from Stoke-on-Trent has come up with the goods for the latest in Readysoft's conversions. Just press RETURN and type **GET MORDROC DIRK**, and then start the game!

MEGADRIVE

SUPER HANG-ON

...And pretty super it is too! If you fancy having a large amount of dosh (and don't we all) enter your code as **GFF3F546F35564**). Your coffers will be swollen to the tune of $9,999,999,900! Paul Davis saw fit to share that code with us.



LYNX

RAMPAGE

Cor! A Lynx tip - you don't see too many of those and for a new game too! Whilst playing this jolly monster game, keep a look out for a woman in a red dress. This happens to be Fay Wray (what do you mean, who?) and there's a big bonus to be had by carrying her around the city in true King Kong style!



GAME BOY

BUBBLE BOBBLE

Paul Bush sent in all 100 passcodes! Here's ten of the best! Apparently, according to Paul, "the ending's really cool" - so get to it!

10. **XGL1**	60. **CZBF**
20. **FGL1**	70. **WGB3**
30. **5GB1**	80. **GGBW**
40. **JGBF**	90. **4GBW**
50. **1GBF** (JAM)	100 **KGBJ**

TEENAGE MUTANT NINJA TURTLES

Crikey! Plenty of you have been enjoying Gameboy Turtles, so try this tip from John Bonus and James Scully from Hertfordshire which'll enable you to practise all of the bonus subgames! Just press **SELECT, A** and **B** together and Bob's your proverbial Uncle!

PC ENGINE

SHINOBI

A stack of PC Engine cheats here from S Greadett of Bishops Stortford. First, on Shinobi, press and hold **SELECT** and **I** when the title screen appears and you should be able to play with the music test.

IMAGE FIGHT

S Greadett also found the sound test on this shoot 'em up. All you have to do is press **SELECT** on the title screen and "there you have it!"

DARIUS PLUS

Here's something we discovered a while back, but we forgot about it until S Greadett reminded us. To select the difficulty level on this (pretty tough) game press **SELECT** and **I** on the title screen. Then if you want to continue when all your lives have gone down the lav, press **SELECT**. S also says (he's a mine information, this lad) that the bottom route is always the easiest route to take.

SPEEDBALL 2

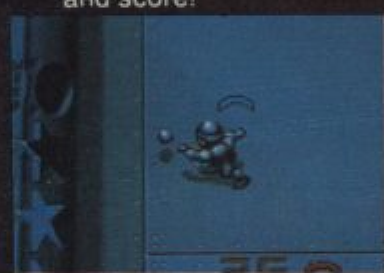
ST AND AMIGA PLAYER'S GUIDE

Damian Higgins from Marton in Middlesborough sent in this mega selection of hints, tips and tactics for the Bitmap Brothers' latest and greatest for which he wins £100 in cold cash - cripes!

GOAL SCORING

As in many games of this type, there are only a number of sure-fire ways to successfully score (just go up to a girl and... whoops!). The best tactics are:

- Move to the corner of the playfield, just next to the side-wall, about three player-widths from the end. Throw a high ball horizontally across the goal mouth. It should pass the keeper, and your centre forward should be able to catch it and score!

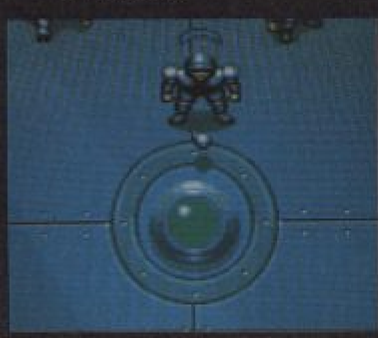


- Run towards the goal, slightly to one side of its centre, using your centre forward or a mid-fielder. One of your wingers should be on the other side of the goal to you beyond the keeper. Pass to him, and he should score!





- The good old bludgeon method! Run straight at the centre of goal. When the goalie comes at you keep the stick pushed upwards (or whatever) and keep hitting fire. You should knock him over and score!



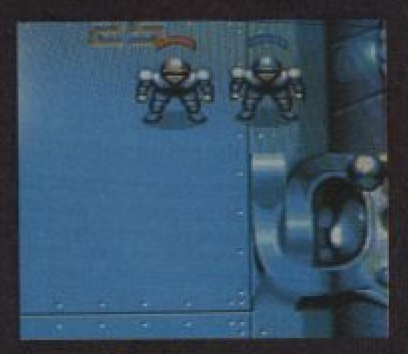
STAR TURNS

Apart from goal scoring, the main way to get points is by hitting your stars (they're always the ones in the opposition's half). Hit each star for two points. Ten extra points are given if you light up all five! Hit your opponent's stars to turn them off and deduct the points from his score! Remember, Speedballers, those extra points can make all the difference!

BONUS BOINGERS

The other method of scoring points is to use the bonus boingers which are located outside each penalty area in the centre of the pitch. When the ball is thrown low at one of these it will bounce off at high speed and two points should be added to your score! If your player is correctly positioned, you can just keep throwing the ball at the boinger, retrieving it and doing it again!





DOUBLE POINT BONANZA!

The points multipliers are the large twisty things half-way up the pitch at either side. Throw the ball in here to light up your colour. If your opponent has his light on then your throw will turn his lights off. When a light is on in your colour you get fifteen points per goal and every two-point bonus gives three! Get two lights on and you'll get twenty points per goal and four per bonus! Use of the multipliers is the key to taking on the first division teams!

GREAT BALLS OF FIRE

The bulbous bits jutting out of one side of the pitch are the electrolysers. Once the ball hits one of these it can be thrown at the opposing team in order to damage them! This is especially useful if you throw an electrified ball at the opposing 'keeper...

GYM'LL FIX IT

Don't bother spending money on individual players - it's much too long-winded. If you have the money, enhance the universal qualities of the team (like speed and aggression) and then tweak each group. Only spend money on subs if you've got the dosh to spare - injuries are not very frequent.

GENERAL TIPS

- Play aggressively - this is 2100 after all!
- Be careful with the 'keeper. It's all too easy to turn around and throw the ball into your own net!
- Play a passing game - your players automatically re-zone themselves according to your position.
- Cunningly use the warp tunnel to confuse your opponent!



- The "No Entry" icon is one of the most useful on the pitch - it glues your opponent's players to the spot, which (not surprisingly) makes scoring a cinch!





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BACK TO THE FUTURE PART III
TM
IMAGE WORKS

TOP 20

GALLUP ALL FORMATS

THIS	LAST	GAME	BY	
1	-	SPEEDBALL 2	IMAGEWORKS	AMIGA
2	-	FINAL WHISTLE	ANCO	AMIGA
3	6	GOLDEN AXE	SEGA	MASTER SYSTEM
4	1	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS	C64
5	8	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS	AMIGA
6	-	F-19 STEALTH FIGHTER	MICROPROSE	AMIGA
7	-	DIZZY COLLECTION	CODE MASTER	SC64
8	2	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS	SPECTRUM
9	-	DIZZY COLLECTION	CODE MASTERS	SPECTRUM
10	-	MiG 29 FULCRUM	DOMARK	AMIGA
11	-	DIZZY COLLECTION	CODE MASTERS	AMSTRAD
12	-	KICK OFF 2	ANCO	AMIGA
13	-	CREATURES	THALAMUS	C64
14	-	SHINOBI	SEGA	MASTER SYSTEM
15	-	F-19 STEALTH FIGHTER	MICROPROSE	ST
16	-	TOTAL RECALL	OCEAN	C64
17	11	HOLLYWOOD COLLECTION	OCEAN	C64
18	-	EXTRA TIME	ANCO	AMIGA
19	-	STEVE DAVIS WORLD SNOOKER	CDS	ST
20	-	ENDURO RACER	SEGA	MASTER SYSTEM

Speedball 2 smashes its way to the top of this month's Gallup CHARTALK chart, and rightly so! The Turtles seem to be on the slide, with only three versions left in the top 20, but flight sim buffs get a good deal, with F-19 and MiG-29 screaming into the chart! This chart is copyright of ELSPA.

▼ Number one arcade action with Speedball 2.



AMIGA

1	-	Speedball 2	Imageworks
2	-	Final Whistle	Anco
3	9	F-19 Stealth Fighter	MicroProse
4	-	MiG-29 Fulcrum	Domark
5	-	Kick Off 2	Anco
6	3	Treasure Island Dizzy	Code Masters
7	-	Extra Time	Anco
8	-	Out Run	Klassix
9	-	Team Suzuki	Gremlin
10	-	Road Blasters	Klassix
11	-	Vigilante	Kixx
12	-	Afterburner	Hit Squad
13	-	Steve Davis World Snooker	CDS
14	-	Arkanoid 2	Hit Squad
15	-	World Class LeaderBoard	Kixx
16	12	Toyota Celica GT Rally	Gremlin
17	7	Hollywood Collection	Ocean
18	14	Platinum	US Gold
19	2	Fantasy World Dizzy	Code Masters
20	-	Wizball	Hit Squad

The totally skill Speedball 2 hits the top, and deservedly so! Apart from that, what's all this budget rubbish doing here? AfterBurner and OutRun? Pfagh! And where have the Turtles vanished to?

ROB'S TIP FOR THE TOP

I'm going to stick my neck on the line here, and say that Speedball 2 will keep its place, but that budget stuff could prove me wrong...



▲ Mario 2 deservedly takes the top slot.

ATARI ST

1	-	F-19 Stealth Fighter	MicroProse
2	-	Steve Davis World Snooker	CDS
3	-	World Class LeaderBoard	Kixx
4	-	Rorke's Drift	Impressions
5	3	Fantasy World Dizzy	Code Masters
6	-	Blitzkrieg: May 1940	Impressions
7	-	Last Ninja 2	Hit Squad
8	-	Vigilante	Kixx
9	6	Teenage Mutant Hero Turtles	Imageworks
10	4	Speedball 2	Imageworks
11	2	Powermonger	Electronic Arts
12	-	BAT	UbiSoft
13	-	MiG-29 Fulcrum	Domark
14	7	Fast Food	Code Masters
15	9	Treasure Island Dizzy	Code Masters
16	-	Sega Master Mix	US Gold
17	-	Team Suzuki	Gremlin
18	-	Wizball	Hit Squad
19	-	Ruff and Reddy	Hi-Tec
20	-	Thunder Blade	Kixx

Lumme! Lotus drops from top to nowhere this month, with the topper F-19 soaring back to number one. Again, loads of very average budget gear in the chart - I'm surprised Speedball 2 isn't higher than it is!

ROB'S TIP FOR THE TOP

There's a good chance that the Bitmap's super future sport will be at the top next month, but watch out for the brill Team Suzuki.



▲ Straight down to number 11 for Powermonger.

NINTENDO

1	3	Super Mario Bros II	Nintendo
2	-	Legend of Zelda	Nintendo
3	5	Adventures of Link	Nintendo
4	1	Teenage Mutant Hero Turtles	Palcom
5	9	Bubble Bobble	Taito
6	-	Excitebike	Nintendo
7	-	Bionic Commando	Capcom
8	-	Kung Fu	Nintendo
9	-	Tetris	Nintendo
10	2	Double Dragon II	Tradewest

At long last those dratted Turtles are knocked off their perch, with the totally fabbo Super Mario II taking up the reins, and the excellent Legend of Zelda leaping from nowhere to second. But what happend to Double Dragon II, eh, punters?



▲ C64 Outrun excitement at number 11.

PC ENGINE

1	1	Out Run	NEC
2	2	Champion Wrestler	Taito
3	3	Aeroblaster	Kaneko
4	4	Bomber Man	Hudson
5	-	Jackie Chan	Hudson
6	-	Special Criminal Investigation	Taito
7	7	Son of Dracula	Naxat
8	-	Cadash	Taito
9	-	Afterburner	NEC
10	-	Don Doko Don	Taito

The top four stay the same this month - how could Out Run still be number one with the brill SCI in there? Ah, well, there's always next month...Thanks to Console Concepts of Stoke (0782 712759) for supplying us with this chart.



▲ Outrun keeps the top slot in the Engine charts.

SEGA

1	1	Golden Axe	Sega
2	2	Wonderboy III	Sega
3	3	Ninja	Sega
4	4	Chase HQ	Taito
5	5	Operation Wolf	Taito
6	6	World Cup Italia '90	Virgin
7	7	Super Monaco GP	Sega
8	8	Columns	Sega
9	9	Golfamania	Sega
10	10	World Soccer	Sega

Look familiar? Yep, it's exactly the same as last month's Sega chart! Why? Well, unfortunately, Virgin hadn't quite finished compiling the chart as we went to press. Oh well, maybe next month...

C64

1	-	R-Type	Hit Squad
2	-	Afterburner	Hit Squad
3	1	Teenage Mutant Hero Turtles	Imageworks
4	2	Operation Wolf	Hit Squad
5	8	Paperboy	Encore
6	-	Vigilante	Kixx
7	4	Dizzy Collection	Code Masters
8	-	Kenny Dalglish Soccer	Zeppelin
9	-	Daley ThompsonOlympic	Hit Squad
10	7	Double Dragon	Mastertronic
11	6	Out Run	Kixx
12	-	Top Cat	Hi-Tec
13	-	California Games	Kixx
14	-	Yogi's Great Escape	Hi-Tec
15	-	Creatures	Thalamus
16	-	Match Day 2	Hit Squad
17	-	Total Recall	Ocean
18	5	Hollywood Collection	Ocean
19	-	Target Renegade	Hit Squad
20	-	Defenders of the Earth	Hi-Tec

Well, that's a surprise - R-Type blasts from nowhere to clinch this month's top slot! The Turtles slide to number three, but still no sign of NARC!

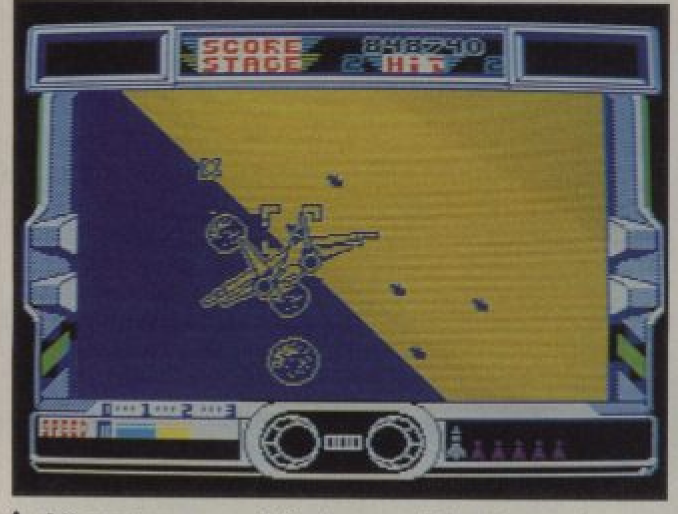
ROB'S TIP FOR THE TOP

This is a quandary, and no mistake - but my magic bones tell me that budget bumph is likely to hit the peak next time round...



▲ Super Monaco GP: destined to reach the top?


▲ Wonderboy III - next month's number one?



▲ *All systems go: Afterburner hits the top!*

AMSTRAD

1	1	Teenage Mutant Hero Turtles	Image Works
2	-	Afterburner	Hit Squad
3	2	Double Dragon	Mastertronic
4	-	Vigilante	Kixx
5	13	Dizzy Collection	Code Masters
6	-	F-1 Tornado	Zeppelin
7	-	Operation Wolf	Hit Squad
8	-	Big Box	Beau Jolly
9	-	Paperboy	Encore
10	-	Yogi's Great Escape	Hi-tec
11	14	Out Run	Kixx
12	15	Barbarian II	Kixx
13	-	Soccer 7	Cult
14	-	Golden Axe	Virgin
15	-	Kenny Dalglish Soccer	Hi-tec
16	-	Kwik Snax	Code Masters
17	-	California Games	Kixx
18	-	Blazing Thunder	Hi-tec
19	-	Thunderblade	Kixx
20	-	Football Director	D+H Games

Those ruddy Turtles still manage to cling to the top, but the rest of the chart, bar two titles, consists solely of budget stuff, most of which is pretty crap...

ROB'S TIP FOR THE TOP

Still none of the big Chrimbo titles in the charts - could NARC or RoboCop II make an entrance next month?



▲ *The best blast since the big one - Gynoug!*

SPECTRUM

1	-	Afterburner	Hit Squad
2	-	Kenny Dalglish Soccer	Hi-Tec
3	-	Defenders of the Earth	Hi-Tec
4	1	Teenage Mutant Hero Turtles	Imageworks
5	3	Double Dragon	Mastertronic
6	7	Dizzy Collection	Code Masters
7	9	Out Run	Kixx
8	14	Tracksuit Manager	Hi-Tec
9	6	Target Renegade	Hit Squad
10	8	Operation Wolf	Hit Squad
11	12	Paperboy	Encore
12	-	Match Day 2	Hit Squad
13	-	Vigilante	Kixx
14	-	R-Type	Hit Squad
15	-	Hong Kong Phooey	Hi-Tec
16	-	Rastan	Hit Squad
17	20	Golden Axe	Virgin
18	-	The Double	Hi-Tec
19	-	Barbarian II	Kixx
20	2	Kwik Snax	Code Masters

Agggh! Budget, budget, everywhere, with only a few full-priced jobs in sight! Afterburner soars to the top, and again, those reptile wreckers start the slide towards oblivion...

ROB'S TIP FOR THE TOP

With all this cheapo stuff in there, my choice is difficult, but I'm gonna plump for...another budget jobbie, the brill Barbarian II.



▲ *Straight in at number 7: Operation Wolf!*

MEGADRIVE

1	1	Mickey Mouse	Sega
2	2	John Madden's Football	Electronic Arts
3	-	Gynoug	Masiya
4	-	Magical Flying Hat Adventure	Sega
5	-	Gavares	Sega
6	-	Aeroblasters	Kaneko
7	3	Wonderboy III	Sega
8	-	Dick Tracy	Sega/Disney
9	-	Golden Axe	Sega
10	-	Sword of Vermillion	Sega

No change in the top two this month (surprising, eh?), but the brilliant Gynoug or Lakers vs Celtics could change the equation next issue! Thanks again to Console Concepts of Stoke for the chart.



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HIGH SCORES



Dear Wimps,

Lies! "Don't worry Sadie," they said last month, "Next month we'll have a challenge for you." And is there one? No there isn't. Not enough room - that's their excuse, but next month it'll be different, I'll make sure of that, so just you keep on sending those scores and challenge forms in to me at the usual address, which is, of course: SCORE WITH SADIE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Sadie

AMIGA

What's going on with you Amiga owners? Have your joysticks all gone limp? When it comes to high scores you lot seem to have the skill of a sky-diving aardvark. Are you going to let those console owners take all the glory? No, 'course not, so get playing - Speedball 2 should be a good project to get started on!

E-SWAT 72,300
Michael Hatch, Woodbridge, Suffolk

GOLDEN AXE 290.5
Alan Bates, Portsmouth

LOTUS ESPRIT TURBO CHALLENGE 132
Robert Swan, C+VG

MIDNIGHT RESISTANCE 50,450
Daniel Lewis, Sheffield

STRIDER 2 650,435
Daniel Lewis, Sheffield

ST

You ST owners are no better than that set of nancy-boy Amiga lovers! All you lot like to do is ponce about in your Lotus Esprits! Mind you, you'd probably find it easier if anyone brought out a decent ST game, so I'll withold judgement until SWIV hits the streets. Make sure you prove me wrong soon...

DRAGON BREED 110,240
John Kincaid, Gwent, Wales

LOTUS ESPRIT TURBO CHALLENGE 300 (on HARD level)
David Irving, Sheffield

PANG 84,660
Les Davies, Tadcaster, Yorks

ROBOCOP II 224,540
Gareth King, Dartford, Kent

TURRICAN 1,040,110
Anthony Baker, Stockport, Cheshire

C64

Aah! That's better - plenty of C64 scores in the mailbag this month, but there's still room for improvement! Let's have some more recent games than Ninja Warriors for a start - how about Robocop II and Creatures, eh?

KLAX 1,487,225
Richard E Smith, Coventry

NINJA WARRIORS 81,740
Sam Erward, Peterborough

SWIV 67,000 (Solo - Helicopter)
Rob Swan, CVG

TURRICAN 1,632,750
Paul Williams, Hornchurch

VENDETTA 103,500
James Peacock, Leeds

SPECTRUM

Ooh dear. You Speccy buffs are obviously losing it a bit. A poor showing last month, and things aren't much better this time round. I mean, I know there's not much around, but make a bit of an effort, why don't you!

NARC 120,310
Roger Thomas, Southend, Essex

ROBOCOP II 188,470
Paul Armstrong, Bath, Avon

SPECIAL CRIMINAL INVESTIGATIONS 348,930
Luke Brown, Coventry

STRIDER II 241,570
Anthony Hutchinson, Exmouth, Devon

TEENAGE MUTANT HERO TURTLES 990,999
Ronnie Brown, Cardonald, Glasgow

AMSTRAD

Hmmm. A few new entries in this part of the table, including - cripes! - one GX-4000 game! Don't be afraid of submitting your scores GX-4000 owners - there's no shame in owning one of those little grey spaceships!

AFTERBURNER 99,676,060
Nicholas Lees, Winslow

BURNING RUBBER 120,244
Benjamin King, Gwynned

ITALIA 1990 24 - 0 (ENGLAND vs W GERMANY)
Ian James Anderson, Redditch

NINJA SPIRIT 368,500
Ben Paynter, Adelaide

SEGA

Well, it's an improvement over last month, but you lot still seem to be spending too much time away from your Master Systems! Check out some of the new Sega stuff, or even TecMagik's excellent PacMania, and send in those scores pronto!

Game / Player	Score
CASINO GAMES Trevor Wooding, Ilford	$1,300,049
COLUMNS Trevor Wooding, Ilford	385,610
GOLDEN AXE Paul Woodward, London	263.0
R-TYPE Trevor Wooding, Ilford	1,160,400

MEGADRIVE

Hellfire was a popular high-scorer this month, but Karl Moore came out tops in those particular stakes. Let's have some scores for John Madden's - the largest difference in scores gets the title currently held by Mark Davies. And how about some scores for Lakers vs Celtics and Gynoug, eh?

Game / Player	Score
HELLFIRE Karl Moore, Edgbaston	4,129,460
JOHN MADDEN'S FOOTBALL Mark Davies, Manchester	140 - 6
MICKEY MOUSE Mark Davies, Manchester	379,800
SHADOW DANCER Lee Johnson, Tooting	1,605,200
STRIDER Mark Davies, Manchester	481,800

NINTENDO

Hmmm... Not a lot going on here, eh? The inclusion of a C+VG reviewer on this table fills my soul with shame (and my bucket with vomit). I've just about had enough - get those scores rolling in now! Do I have to play the flipping games myself or what?

Game / Player	Score
BATMAN Edward Roberts, Suffolk	8,796,500
DOUBLE DRAGON II Karl Bryning, Heywood, Lancs	40,200
MEGA MAN 2 Richard Leadbetter, C+VG	LEVEL 9-1
SUPER MARIO BROS 3 Hampus Ericstam, Stockholm, Sweden	2,550,750
TEENAGE MUTANT HERO TURTLES Paul Barnes, Preston	1,026,400

GAME BOY

Ha! Thankfully at least you Gameboy owners have been "making your mark" in my highscore tables. More of the same please! Watching those retarded imbeciles (the CVG squad) have their scores systematically knocked out has made my day! Chuckle, chuckle.

Game / Player	Score
BATMAN Chris Rothery, Cheltenham	670,690
CHASE HQ Daniel Mardell, Hadleigh	1,889,829
FORTRESS OF FEAR Jefferson Lee-Paul Boss, Huntingdon	39,550
PAPERBOY Jefferson Lee-Paul Boss, Huntingdon	68,850 (Saturday)
TEENAGE MUTANT NINJA TURTLES John Dolaghan, Worthing, W Sussex	184,500
TETRIS Steven Lunt, Wigan	380,234

PC ENGINE

A nice little turn out from you PC Engine owners and about time too. I was beginning to think you'd all given up scoring for some other worthless pastime. Don't rest on your laurels though. I hear vile news that the repellent Richard Leadbetter can beat that Klax score "with laughable ease". Improve it by next month - the last thing I need is limp cretin on the score tables again.

Game / Player	Score
DEVIL CRASH Ken Howes, Houghton-Le-Spring	408,440,000
KLAX Peter Scott, Croydon	1,208,590
SUPER STAR SOLDIER Chris Rothery, Cheltenham	4,780,800

SUPER FAMICOM

We-e-e-ll... I suppose the Famicom scores you've sent me have been adequate, considering it's a brand new machine, but you've just got to do better! Word has it that Glancey is on the brink of busting that Pilot Wings achievement, and the fact that Rignall has topped-out on MarioWorld before any of you lot is most annoying! Rancid Rich's F-Zero score is out, but that's only minor consolation...

Game / Player	Score
F-ZERO Terry McPherson, Somewheresville	60,120
FINAL FIGHT Terry McPherson, Dunno-on-Sea	3,369,270
GRADIUS III Robert Swan, C+VG	883,820
PILOTWINGS Paul Glancey, C+VG	LEVEL 7 (CODE 165411)
SUPER MARIO WORLD Julian Rignall, C+VG	999,990

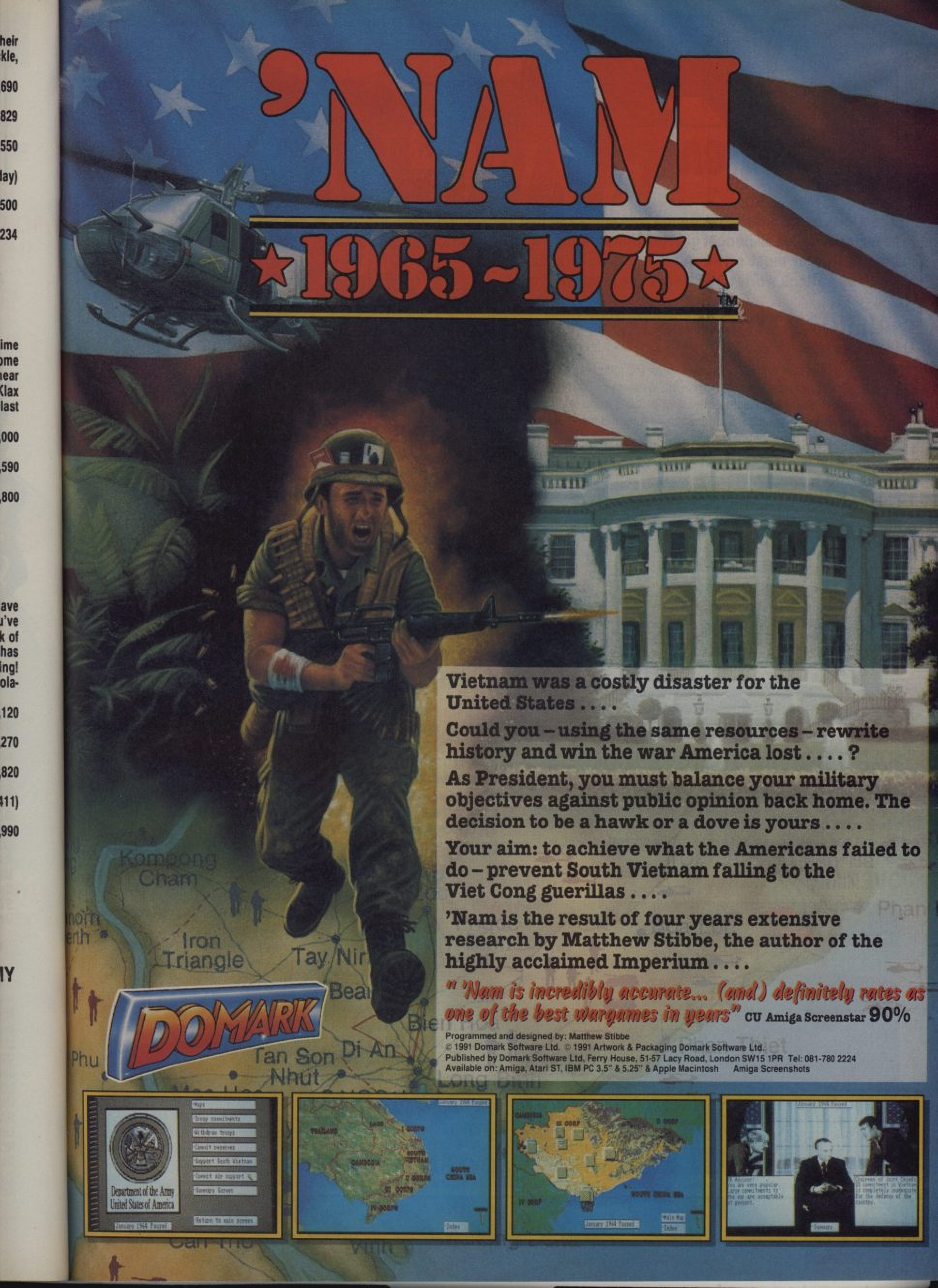
Score with Sadie

DEAR SADIE,

I THINK I'M GREAT - MUCH BETTER THAN THOSE C+VG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME.............................. SCORE ....
GAME.............................. SCORE ....
GAME.............................. SCORE ....

NAME:..............................
ADDRESS:..............................
....


'NAM
★1965~1975★
TM
Vietnam was a costly disaster for the United States . . . .
Could you – using the same resources – rewrite history and win the war America lost . . . . ?
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" 'Nam is incredibly accurate... (and) definitely rates as one of the best wargames in years" CU Amiga Screenstar 90%
Programmed and designed by: Matthew Stibbe
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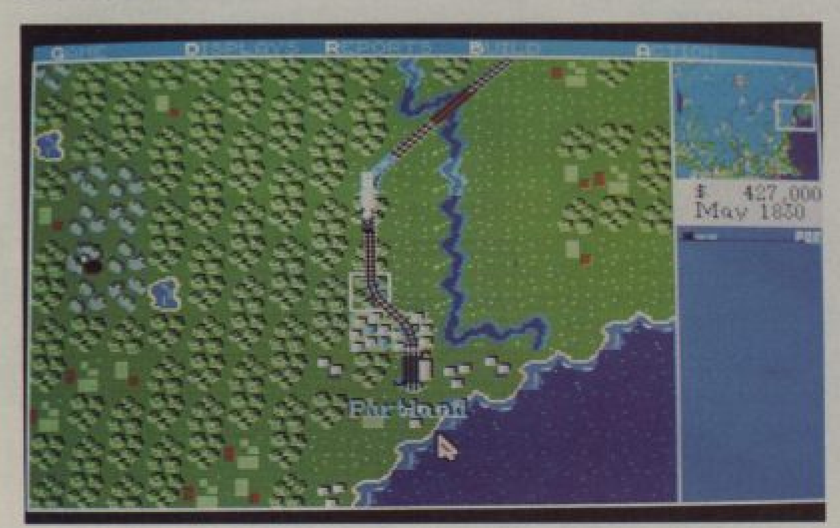
AMIGA

Take a look at the charts this month and you'll see that the majority of it is all budget gear! Funnily enough, the same is true of most of the Amiga stuff sent in this month by softcos worldwide! Here's the lowdown.

RAILROAD TYCOON
MICROPROSE £29.99

The Amiga conversion of the superb Sid Meier PC train game is here at last. Build your railroad empire across the Western or Eastern USA, Europe or Britain, linking up cities and creating trade and communities. Sounds a bit dull but it's tremendous fun, and if you enjoyed Sim City this is a must buy!

OVERALL 91%



HARD DRIVIN' 2: DRIVE HARDER
DOMARK £24.99

Dust off Hard Drivin', add three courses, a head-to-head option and a track editor and what do you have? Hard Drivin' 2 - Drive Harder! This isn't bad at all, and if you haven't got the original version, you can't go far wrong.

OVERALL 80%



XENON
16 BLITZ PLUS £7.99

Ready yourself for plenty of vertically scrolling shoot 'em up action in this re-release of one of the first quality Amiga games. The action's a bit dated for gamesters of today, but those after a challenge could do a damn sight worse than this.

OVERALL 81%

SILKWORM
16 BLITZ PLUS £7.99

More top quality 16 Blitz shoot 'em up tomfoolery, this time by the team behind the topper SWIV (reviewed on page 26)! Simultaneous two-player excitement, great graphics and raucous sound combine to make a bargain treat that should be checked out now!

OVERALL 88%

MIGHTY BOMBJACK
ELITE £19.99

Bombjack's back for his third home computer outing, and we're sad to report that it doesn't quite cut the mustard. We suspect that there's a jolly game in there somewhere, but it's lumbered with an unwieldy control method, awful and unexciting sound. Only BJ addicts need apply.

OVERALL 59%

STAR CONTROL
ACCOLADE £24.99

Remember the ancient Space Wars coin-op? This is much the same, but with extra ships and extra strategies. Unfortunately, the good guys never win because the bad guys have got all the good ships, so it's very one-sided. A pretty good laugh in two-player mode, Star Control is worth a look.

OVERALL 68%

ROTOR
ACTION 16 £4.99

Best described as a kind of 16-bit Thrust with the addition of improved graphics and sound, Rotor ain't 'alf bad! All the classic Gravitar/Thrust gameplay is in there and there's plenty to keep any thruster occupied. A nice bargain.

OVERALL 80%

...NEWS FLASH...

Psygnosis' Lemmings are taking the world by storm and the Liverpool-based company are already developing a follow-up! No release dates are forthcoming at the moment, but when we know - you'll know!

According to Virgin, their budget line-up of Infocom re-releases are so popular they account for 31% of all their budget sales (and that includes the 8-bit Mastertronic label too!). Adventure fans will no doubt be over the moon to discover that five more titles are on their way. **Zork 2, Zork 3, Enchanter, Sorceror and Deadline** to be exact - all of them a snip at **£9.99!**

The word is that Infogrames are set to release a new mega compilation. They've signed up Electronic Arts' **Populous** for inclusion in a **double pack** with their very own **Sim City**! The price for this brace of god-based merriment? **£24.99** to the average punter...

Infogrames have also announced that they will be releasing the follow-up to Maxis' worldwide phenomena: **Sim City**! For the present, the French company is keeping the game's format a secret, but they are hoping Maxis will have the finished article ready in time for a Christmas release...

MILLENNIUM PRESENTS

MOONSHINE *Racers*

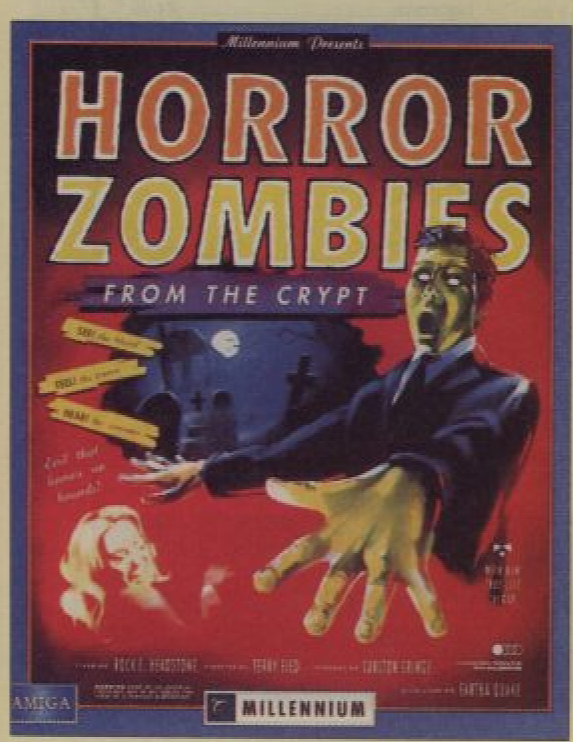
JOIN IKE & BILLY-JOE IN THIS ACTION PACKED CHASE THRILLER

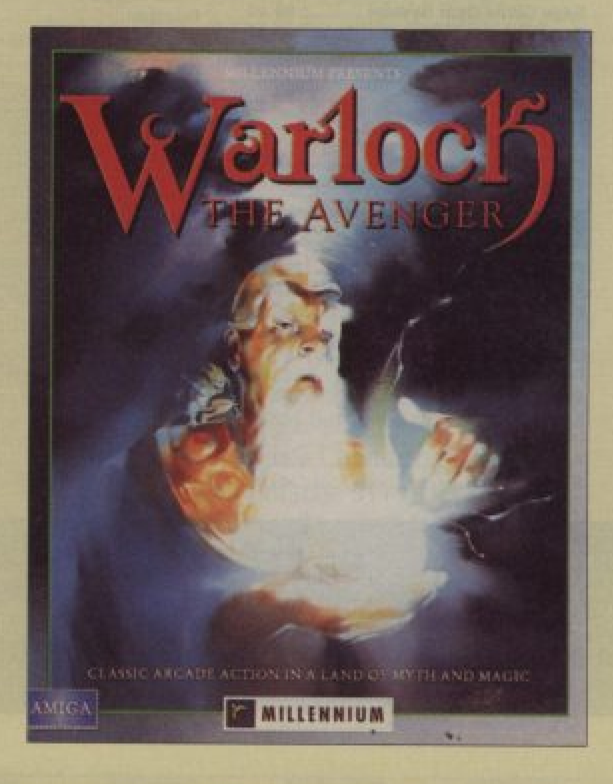
MILLENNIUM

Hold on to your hat as you join *Ike* and *Billy Joe* in a crazy chase along the highways. You've gotta get the **Moonshine** to the customers before sun-down and first to make the delivery gets the pay off. *Sheriff Sam's* hot on your trail so you've gotta use the cash to upgrade your jalopy, install a CB radio, get a decent map and keep one step ahead of Smokey. *Ten four good buddies YEEHAW!!!*

- Equip your hotrod with turbos, superchargers and tyres in the spare parts shop
- Dodge and weave your way past rival racers - switch to **Moonshine** for *turbo power*
- Use the map to take the quick way past roadblocks and radar traps
- CB Radio hook up to listen to *snoopin' Sheriff Sam's* no-good plans
- Fast scrolling *race and chase action* in the wide-open Tennessee country

Amiga
Atari ST and STE
IBM PC (from May 1991)





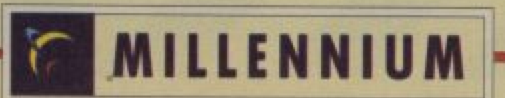
Horror Zombies from the Crypt

Amiga
Atari ST and STE
IBM PC

Warlock the Avenger

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ST

Racing sequels are in abundance on the ST this month, but fighter jocks and arcade freaks get a look in, too...

HARD DRIVIN' II: DRIVE HARDER

DOMARK **£24.99**

After the success of the original, Domark have now added a two player "race your mate" link-cable option, and a track editor - not a bad idea, but somehow owners of Hard Drivin' would feel hard done by if they went out and paid £25 for this. A nice idea, but a little over-priced in our opinion.

OVERALL 80%



TEST DRIVE II: THE DUEL

ACCOLADE **£24.99**

After a considerable wait, Test Drive II screeches on to the ST - pitting the world's two fastest production cars (the Ferrari F40 and the Porsche 959) against each other. Not a bad racer, by any means, but if you want the best you'd be better off going for Lotus Esprit Challenge.

OVERALL 80%



Layout:	mid engine/rear drive	Approximate Price:	$260,000
Engine type:	twin-turbo dohc 32v V-8		
Displacement:	2936cc		
Compression ratio:	7.8:1	0-60mph:	3.9s
Bhp @ rpm, SAE net:	478 @ 7000	0-125mph:	12.0s
Torque @ rpm, lb-ft:	425 @ 4000	1/4 mile:	12.0s
Transmission:	5 sp manual		@ 124mph
Braking from 80mph:	250ft.	Top speed:	201mph
Tires:	Pirelli P Zero, 245/40ZR-17 front/ 335/35ZR-17 rear	lb/Bhp:	5.1
		Lateral Accel:	0.87g

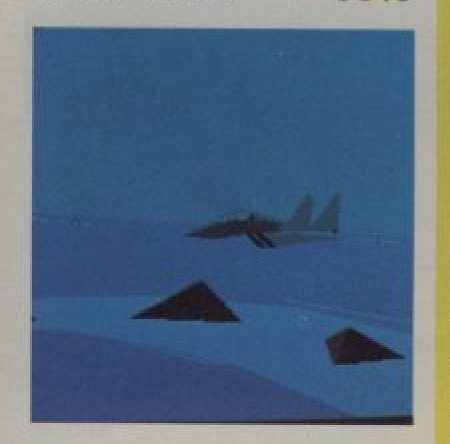
SPEED (MPH) ACCELERATION TIME (SEC)

MiG 29 FULCRUM

DOMARK **£34.99**

Domark's much-vaunted entry into the flight-sim market is said to be an ultra-realistic simulation of the MiG 29. While this may be true, as a game MiG suffers from a lack of speed and things to do, and in this respect compares badly to the likes of F-19. So buy that instead.

OVERALL 65%



CALIFORNIA CHALLENGE

ACCOLADE **£9.99**

Another in the range of Test Drive II disks, this enters you in a seven-stage race from border to border through America's Golden State. This is another interesting addition, but you'd have to be nutty over the original game to pay a tenner for it.

OVERALL 70%

THE SUPERCARS

ACCOLADE **£9.99**

A Test Drive II Car Disk, this allows you to drive such four-wheeled flyers as the 1988 Lambourghini Countach 5000S and the Porsche 911 RUF. A reasonable addition to the Test Drive series, but only if you're crazy about fast motors (and of course, the original game) in the first place.

OVERALL 74%

...NEWS FLASH...

...Just out from **Virgin Games** - **Fists of Fury Edition 2**, containing the topper **Ninja Warriors** and **Double Dragon II**, the average **Dynamite Dux** and the rather duff **Shinobi**. If this bundle of biffers takes your fancy, it'll set you back **£24.99**...



...Also out is **Elite's Mighty BombJack**, an enhanced version of the extremly ancient Tecmo coin-op in which you have to jump around a platform-strewn screen clearing away bombs whilst avoiding numerous nasties. Although not outstanding, Mighty BombJack is good fun for a while, so if bomb-disposing buffoonery is your bag, take a look...



...Virgin are certainly going a bundle on their budget releases - on the arcade side, there are **Xenon, Double Dragon, Silkworm** and **Gemini Wing** to choose from, each for the meagre sum of £7.99 each! If you're a little more intellectually orientated, five more classic **Infocom** titles, **Zork II** and **III, Enchanter, Sorcerer** and **Deadline**, are about to be re-released for **£9.99** a throw...

BYTESIZE

SPECTRUM

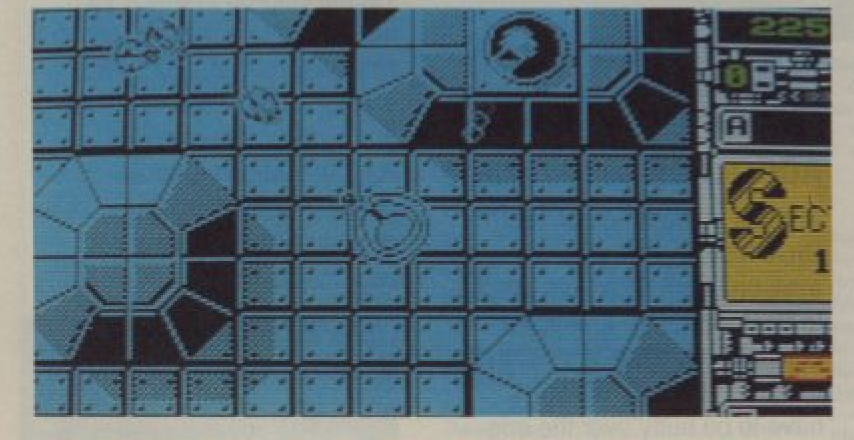
Not a bad month for Speccy owners, if you enjoy flying superfast combat aircraft, zapping aliens or just beating people up...



SILKWORM
MASTERTRONIC £2.99

A 'copter and an armoured jeep against the rest of the world is the setting for this brill conversion of the Tecmo coin-op. Neat graphics and a highly addictive nature ensure this is a definite must-buy for the magic budget price.

OVERALL 88%



XENON
MASTERTRONIC £2.99

It's you against the rest of the universe in this vertical scrolling blaster. The graphics and sound are quite neat, and the game is very playable indeed, if a tad tough. Overall, a very good blast, and well worth shelling out for.

OVERALL 83%



AFTERBURNER
HIT SQUAD £2.99

This conversion of the hit Sega coin-op puts you in the seat of an F-14, pitted against hordes of enemy aircraft. It's all really very good, considering the machine's limitations. Fans of the coin-op, grab three quid and check it out pronto!

OVERALL 82%

DOUBLE DRAGON
MASTERTRONIC £2.99

Blurgh! This rather cruddy conversion of the hit coin-op was slated when first released, and it's not much better even at budget price. Unless you were nuts about the coin-op, or just nuts, leave it be!

OVERALL 56%

F-16 COMBAT PILOT
DI £14.99

It took its time, but at last the Speccy version of the brill flight sim is here, and it's the tops! Fast and furious, this'll keep sim freaks glued to their rubber keyboards for many a while. A bit pricey, but check it out!



STAR CONTROL
ACCOLADE £9.99

If you think this is a brill space strategy game, guess again! It's essentially the ultra-ancient "Space Wars" with bolted-on strategic bits, and very dull it all is too. One for nostalgia fans with slow reflexes.

OVERALL 40%



...NEWS FLASH...

Coming your way (fnerk!) soon is **Viz - The Computer Game**, courtesy of **Virgin** (ho ho!) and **Probe** (gibber!). Featuring the likes of Buster Gonad, Biffa "Did you spill my pint?" Bacon, Roger Mellie and Johnny Fartpants, Viz'll be **popping up** (whoo-hoo!) soon, priced at £9.99.



Coming soon from **Gremlin** - a conversion of the best-selling board game **HeroQuest**. This smash **Dungeons and Dragons**-style game should definitely be one to watch out for - check a future issue of CVG for the definite review!



ENTER FIRST INTO BATTLE... LAST TO LEAVE
Battle
COMMAND
NOW AVAILABLE FOR SPECTRUM AMSTRAD COMMODORE
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COMPATIBLES
Set in the near future, as an alternative reality, Battle Command is an arcade/strategy game in which the player controls a single "Mauler" Assault Tank in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the new World. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.
ZERO - "ZERO HERO" 91% "Stands out in the graphics and atmosphere department. Very convincing. Very open. Very 'being there'; add to this the increasingly complicated missions with a growing IQ factor and you have something of a corker that'll keep you coming back for more and more." "A mighty sequel to the mighty 'Carrier Command', except it's rather different."
THE ONE - 92% "Battle Command is combat with a strategic edge." "The 16 missions are more than enough to keep even the most ardent tank commander happy."
C&VG HIT 90% "The future is here and it's called Battle Command." "In technical terms this is one amazing program, and in gameplay terms the same applies." "It's all very addictive and will have armchair tacticians gibbering like loonies."
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AMSTRAD

What's going on? ONE full price release and four budget games! It looks like all the "hot" games are scheduled for release on the GX-4000 consoles, but even these cartridge releases seem to be slowing down somewhat. In fact we haven't seen a new game for over a month now!



XENON
MASTERTRONIC PLUS £2.99

The Amstrad conversion of the Bitmaps' first scrolling shooter hits the Amtrad budget market and we're pleased to report that it's a nippy little game with plenty of shoot 'em up action. The variety in the backdrops is a tad lacking but otherwise this is fine.

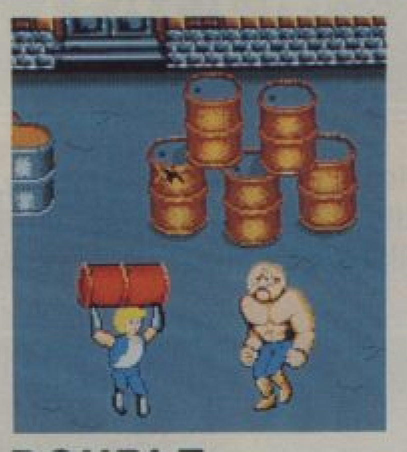
OVERALL 81%



RETURN OF THE JEDI
HIT SQUAD £2.99

The original Atari coin-op was moderately entertaining, and this conversion manages to hit the mark quite effectively. It's rather nippy with smooth arcade action, appealing (if blocky) graphics but, alas, is let down pretty awful sound. Still if you enjoyed the coin-op, you'll love this.

OVERALL 79%



DOUBLE DRAGON
MASTERTRONIC £2.99

The 8-bit versions of Double Dragon didn't really go very well with Amstrad owners when it first released owing to the fact that it doesn't look, sound or play much like its arcade parent. A pretty mediocre release.

OVERALL 52%



STAR CONTROL
ACCOLADE £9.99

Two opposing fleets meet in the inky vastness of deep space to mimic the ageing coin-op Space Wars. Admittedly, Star Control spruces up the original with some space-going strategy thrown in, but the concept's real flaw is the fact that the baddie fleet has one ship which can singlehandedly wipe out the whole of the opposition!

OVERALL 69%

SILKWORM
MASTERTRONIC £2.99

A jeep and helicopter decide to take on a vast militray force in this horizontally scrolling shoot



'em up extravaganza. The game boasts simultaneous two-player thrills and spills, but the screen area is very small and the action slow. Not the best Amstrad blaster, that's for sure.

OVERALL 69%

...NEWS FLASH...

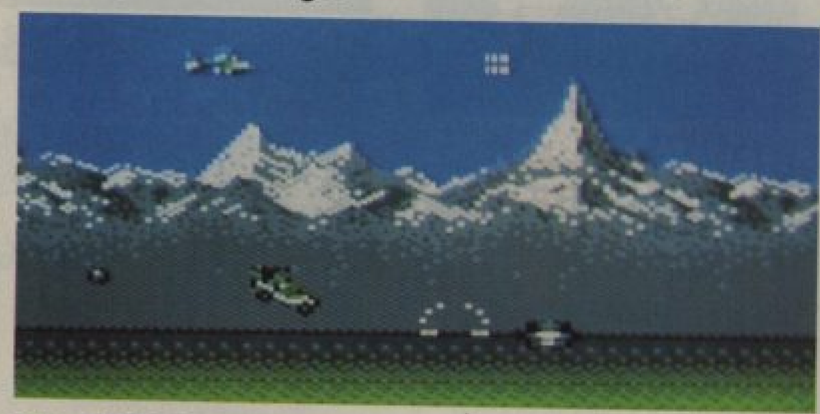
Due out soon from Empire is the Amazing Spider-Man. Amazingly enough, the gameplay looks to be very similar to the Amiga, ST and C64 versions we reviewed over Christmas, and has nearly all the features of the 16-bit game. But does it have the robust web-slinging playability, we wonder? We'll let you know as soon as possible.



Ocean's Hit Squad look like being the kings of budget re-releases! The latest games out now for your delectation are Rambo 3, Real Ghostbusters and Driller (a bargain if ever there was one!). Next month, expect to see Arkanoid 2 - Revenge of Doh, Spitting Image (not to be confused with Split Personalities - another Domark antique) and Gryzor. Not a bad bunch, but rest assured that as soon as we receive our review copies, you can expect the reviews in Bytesize...

C64

It's Budgetsville, Arizona for C64 owners this month, and even that - bar one title - isn't the greatest stuff since toasted power supplies. Let's hope next month turns up better things.

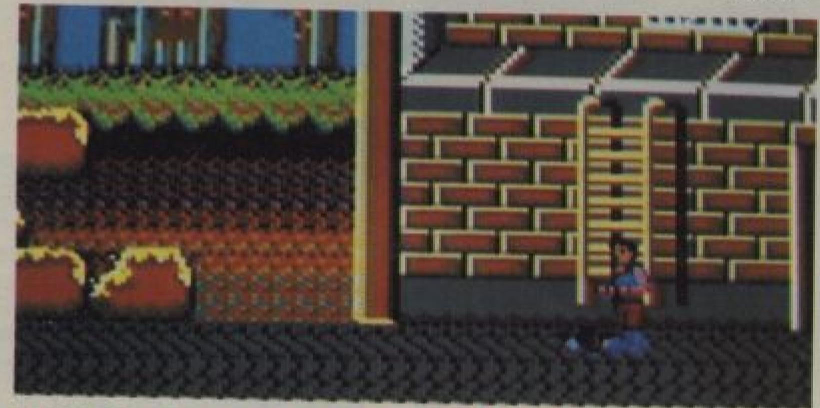


SILKWORM

MASTERTRONIC £2.99

The saving grace in this month's section, this brill two-player blast was one of the best C64 games going when released, and well worth grabbing now it's out on budget. Brill audio-visuals and topper gameplay make this one to go for - NOW!

OVERALL 89%



FISTS OF FURY EDITION 2

VIRGIN GAMES £14.99

A fair compilation, this, consisting of Dynamite Dux (mediocre), Shinobi (not bad), Double Dragon II (not great) and Ninja Warriors (good). Pretty good value for money if you're nutso about beat 'em ups, but pacifists and lovers of laser will do better to look elsewhere.

OVERALL 72%

COMING SOON!

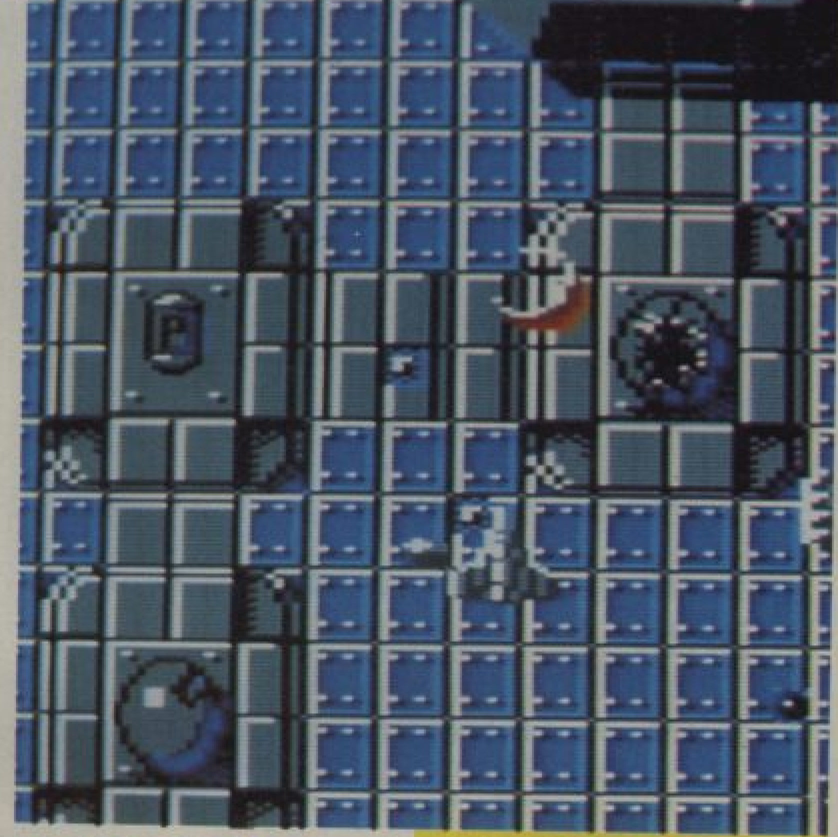
GAME	COMPANY	PRICE
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LOTUS ESPRIT TURBO CHALLENGE	GREMLIN	£10.99
PREDATOR 2	IMAGEWORKS	£10.99

XENON

MASTERTRONIC £2.99

Unlike the nifty Speccy version, C64 Xenon plays like a dead hippo. Dull graphics don't help the matter any, and the ship handles like a slug in treacle. Not a very good shoot 'em up, so leave it on the shelf.

OVERALL 52%



DOUBLE DRAGON

MASTERTRONIC £2.99

AAGGH! This is even worse than the Spectrum version - in other words, absolutely diabolical! Wobbly, jerky sprites faff around poorly drawn backdrops, making this about as entertaining visually as a knee to the groin. Avoid like the plague!

OVERALL 42%

WEC LE MANS

HIT SQUAD £2.99

Unlike the completely brill Spectrum and Amstrad versions, this laughable attempt at a conversion is as much fun as shoving your head in a meat grinder. If you enjoy slow, dull racers, take a look, but anyone with any sense will steer clear.

OVERALL 32%

...NEWS FLASH...



...According to trade paper, Computer Trade Weekly, the electronics chain **Tandy** has cut the price of the struggling **C64GS** from **£99.99** to **£79.99** for a limited period...

...Coming soon to a C64 near you - a conversion of **Digital Integration's** excellent **Extreme**. If the wizards behind the classy Spectrum version can mix some magic with the C64 version, this could be one to watch out for...

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BYTESIZE

MEGADRIVE

Laser annihilation's the name of the game this month as far as Megadrive owners are concerned, but those with a taste for fumpin' fightin' sports action aren't left out, either.



SUPER REAL BASKETBALL

SEGA £37.00

Two Megadrive basketball games in one ish? Well, this doesn't have the finesse or panache of Lakers vs Celtics, but is still graphically excellent, highly playable (especially in two player mode) and it's an official release. Would-be Magic Johnsons would do well to grab it quick.

OVERALL 89%



ATOMIC ROBOKID

TRECO £37.00

That little robot with the big hooter is back, and out to do away with more alien scum in this conversion of the UPL coin-op. Graphically and audiowise, ARK is fine, but the gameplay is a bit too frustrating to be completely enjoyable.

OVERALL 77%

AERO BLASTERS

KANEKO £37.00

This conversion of the little-known coin-op pits one or two players against the forces of a brutal alien empire. Aeroblasters is mainly standard stuff, but there are a few new features, such as the megafast tunnel sequence. Unfortunately it's a tad easy, so it's best for greenhorn gun-lovers.

OVERALL 80%

...NEWS FLASH...

...Coming to a Megadrive near you soon are the following; **Zero Wing** and **Verytex**, two new shoot 'em ups (it'll be nice to see if these come up with any original ideas), and the oddly-named **Blue Almanac**. No news on prices or release dates as yet, but you'll be the first to know...

...Still no info on a release date for the cracking **Sonic the Hedgehog** - guaranteed when this is released, it'll have the same effect on the office that Super Mario 4 on the Super Famicom had (in other words, everything'll come to a grinding halt)...

Thanks to Console Concepts of Stoke for letting us borrow these carts. They can be reached on 0782 712759.

PC ENGINE

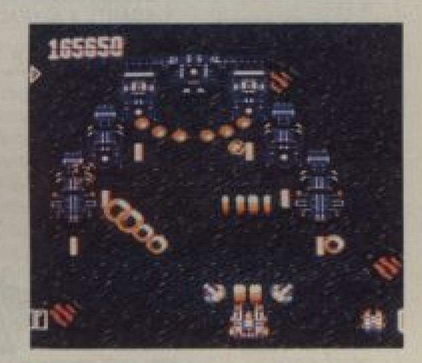
A right old mixture of games on the Engine this month, with the sequel to Chase HQ, dungeon exploration, and yes, there's even a shoot 'em up in there, too!

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REVIEW

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BY DYNAMIX



After having fully explored the potential of simulating the latest in fighter aircraft technology, several software companies seem to be going back in time to give computer owners the chance to take part in First World War dogfights. Dynamix's Red Baron joins the fray close on the tail of Microprose's Knights of the Sky and Mindscape's Blue Max.

Of course, in those days, staying in the air was much more of a test of the pilot's skill - there were no jamming devices to hide behind, and no self-guiding weapons to destroy an opponent over the horizon. Nope, it was all down to the man and his forward-mounted machine gun.

So, take to the air on the side of the Royal Flying Corps or the German Air Service, to destroy enemy fighters, Zeppelins or observation balloons. Red Baron lets you go into battle against any of the flying aces of the Great War, and even has a facility to let you take part in one of key dogfights of WW1, such as the final duel between Captain Roy Brown and Manfred von Richthofen - the Red Baron himself!



Dare you take on the Red Baron?

MANFRED - THE MAN

Strangely enough, the career of Germany's greatest fighter ace got off to a poor start, as Manfred Von Richtofen's first solo flight ended in embarrassment when he crashed his Albatros D II. But his commanding officer, Oswald Boelcke, taught him a great deal, and after being awarded the Orden pour le Merite (the Blue Max) in January of 1917 he himself was given command of the inexperienced fliers of Jasta 11, whom he led into battle in the infamous red Albatros which earned him his nick-name.

After 52 kills, the Kaiser gave him the go-ahead to form Jagdgeschwader 1, a group of four squadrons, which would become the famous "Flying Circus". Von Richtofen weathered a head wound, and continued to terrorise Allied pilots, scoring his 79th and 80th kill on April 20th of 1918. They were to be his last victories, though. The next day, while his Fokker Triplane was chasing a Canadian novice over the Somme, a lucky shot from Captain Roy Brown hit the Red Baron in the chest, ending his illustrious and deadly career forever.









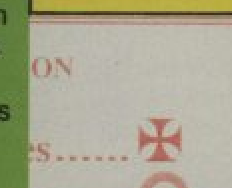
The Albatros that induced terror in allied fliers.

UPDATE

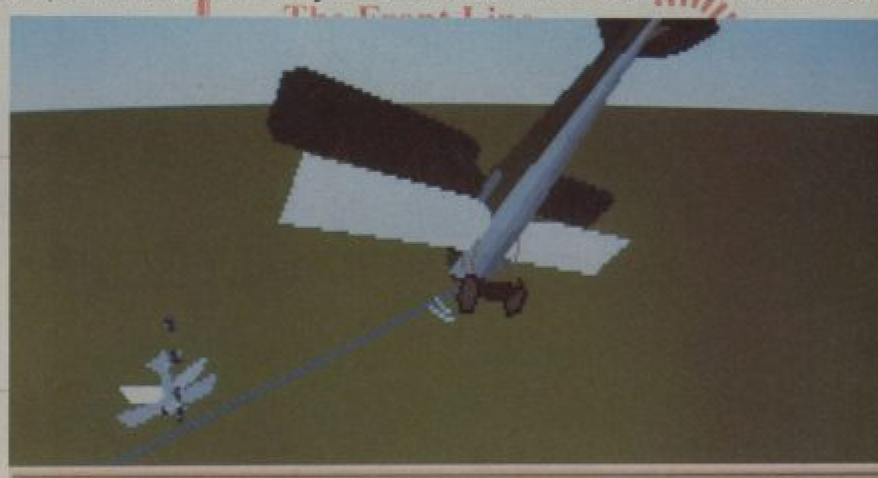
As we go to press, Dynami[x] have no firm plans for any other versions of Red Baro[n] and if they were to produce an Amiga version, our opinion is that it would be sign[ifi]cantly trimmed down. Prove us wrong, Dynamix!

GETTING IT ON TAPE

Red Baron gives you the option of saving each mission to "tape", so you can replay it later, and view the action from any point in the conflict. Novice pilots will find this useful because the game comes with several demo tapes which demonstrate essential flying skills, such as Immelman turns, Retournements and the text-book method for attacking observation balloons.

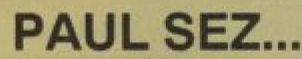


◀ *Tape the mission and you can knock down a German Albatros...*





▲ *...and gloat about it on the replay at your leisure!*



WATCH THE SKIES

As with many flight sims, in Red Baron you can watch the action from most angles during the game, but it is unique in that it actually lets you switch to an external view and look around just by moving the controller, providing the sort of freedom of vision the pilot would have.



PAUL SEZ...

I'm a bloke who likes a good flight sim, and I'm extremely happy to see that they just keep getting better and better. A couple of months ago I couldn't get enough of Knights of the Sky, but Red Baron has even more features making it an even more playable game! Options like the mission recorder, the ability to take part in decisive dogfights, battling simulated real-life aces, and even the ability to view the whole sky around you and operate the throttle and rudder without having to touch the keyboard make this an absolute joy to play. The really fine points, such as the way night falls and the stars (real constellations!) appear, the way the screen dims whenever you fly under a cloud, and the blinding you get whenever you head into the sun make this a simulator of unparalleled realism. If flight sims really are your favourite computer pleasure, consider selling your Amiga or ST and get hold of a fast PC with VGA graphics - it may cost a lot, but PC simulators are easily the best going, and Red Baron is simply the best of the best.

PAUL GLANCEY



▲ *Somewhere, over the Somme...*

E
Dynamix
or any
d Baron
produce
ur opi-
be signif
n. Prove

▲ One of the J1 pilots appears on the tail of our plucky pilot...

▲ ... who promptly closes the throttle and lets the Fokker Dr1 zoom overhead...

▲ ... and straight into his sights!

PLAYING TIPS FROM OSWALD BOELCKE

Oswald Boelcke (as if you didn't know) was the ace who taught the Red Baron himself, and Boelcke's Dicta were valued advice for the young German pilots, and the principles still form the foundation for fighter combat today. So if you ever find yourself in a dogfight over the Somme, this is what you do:

1: "Try to secure advantages before attacking. If possible, keep the sun behind you." Flying into the sun in Red Baron temporarily blinds the pilot.

2: "Always carry through an attack when you have started it." The first to break away is the first to present a clear tail shot to his opponent.

3: "Fire only at close range, and only when your opponent is properly in your sights." WW1 machine guns were notoriously inaccurate, so it was essential to conserve ammunition.

4: "Always keep your eye on your opponent, and never let yourself be deceived by ruses." This is where Red Baron's external views come in handy.

5: "In any form of attack it is essential to assail your opponent from behind." The inaccuracy of the weapons made deflection shooting difficult, and getting on his tail provided the clearest and safest shot.

6: "If your opponent dives on you, do not try to evade his onslaught, but fly to meet it."

7. "When over the enemy's lines never forget your own line of retreat." Don't get lost!

8: "Attack on principle in groups of four or six. When the fight breaks up into a series of single combats, take care that several do not go for one opponent."

ROB SEZ...

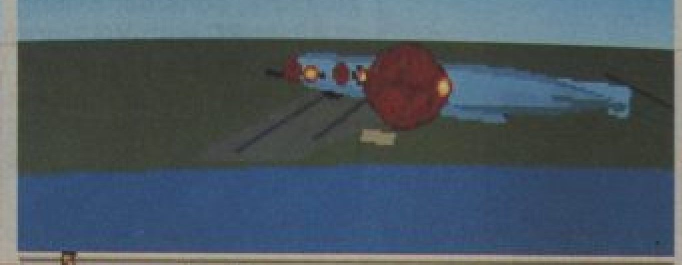


Wow! I'm as much of a flight sim fan as Paul, and I've had trouble getting him off Red Baron long enough to actually play it myself. Mind you, I can see what he's raving about, because the obvious attention to detail makes this one of the most realistic-feeling air combat simulators I've ever played. How's this for considerate? As well as being able to set the level of graphic detail to suit the speed of the machine, you can also get the machine to automatically switch off some of the ground graphics whenever you enter a dogfight, so even with up to eight planes doing battle, the action hardly slows. The depiction of the planes is just outstanding, and the sounds the game produces through an ADLIB card are extremely true to life, providing an extra edge to the excitement. Just as realistic is the way the other pilots fly, and Red Baron is the first game of its type to really make me (and I know this sounds weird) scared whenever one of them gets on my tail and I hear the sound of machine guns. My one slight regret is that, unlike Knights of the Sky, Red Baron doesn't have the facility to link two PCs and fly head-to-head, but there's more than enough action for any flight sim fan here, and more than enough reason for me to save up for a good, fast PC!

ROB SWAN



▼ Study your performance here!









PC	
GRAPHICS	96
SOUNDS	92
PLAYABILITY	95
LASTABILITY	96
OVERALL	96



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REVIEW



ATARI ST **£24.99**

BY US GOLD

The biggest computer brain ever made has gone totally stark raving mad. Instead of protecting mankind (which is what it's supposed to do) it's directing all its missiles, nuclear and chemical weapons against men, women and cute doggies! To top it all it's locked itself into a huge mega-complex and thrown away the key.

Luckily, a handy loophole in the thing's design means there's room for just one technician to get into the system and pull the plug. Trouble is, there's a whole gang of dangerous robot droids in there just looking for guys like you to turn into mincemeat. Worse still, Cybercon has laid on a special surprise: somewhere in there is the Annihilator, a robot hunter... and he's looking for you!



TILT - Displays the angle of the suit from the vertical.

▲ *A mysterious blue room...*

CYBERCON III

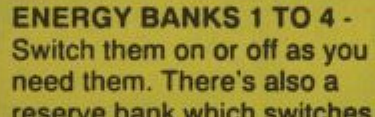
SUITING UP

Your personal armour suit is your only defence against the baddies. It lets you jump much further than you normally would and comes with an in-built range of handy gadgets including cannon, a self-repair kit and a sonic key for operating coded lifts and tools.



▲ *A red horny robot threatens our hero.*

ENERGY BANKS 1 TO 4 - Switch them on or off as you need them. There's also a reserve bank which switches in emergencies.



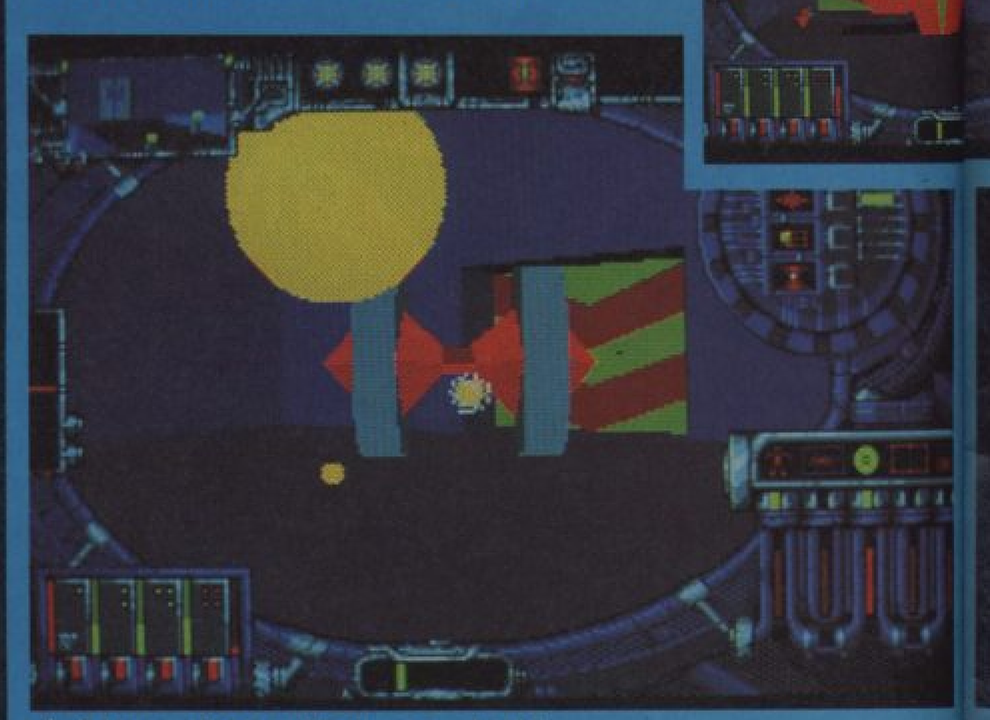
▼ *The red robot com...*

PAUL SEZ...



This is one of the most involved 3D games I've ever seen - it reminds me of the classic Mercenary only with the graphics and the atmosphere brought bang up to date. The different-sized rooms and the vast assortment of droids are enough to keep the player constantly occupied, with either blasting or puzzles, or both. The 3D graphics are very fast-moving, and the sombre blue backgrounds make the orange and green robots look almost fluorescent! It's just a shame that there isn't a bit more variety in the robot designs - it looks like the programmers discovered a routine to produce vector graphic arcs and circles and decided not to use anything else. That aside, it's a great game and once you've become engrossed in the 3D world it'll be hours before you drag yourself away - especially with the tense rivalry between you and the Annihilator to keep you busy.

PAUL GLANCEY



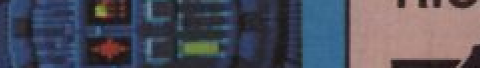
▲ *A tense shoot-out between robots!*

SONIC KEY - Watch out for keycodes written on the walls, remember them then try programming them into the sonic key when you come across a locked door.

WEAPONS PANEL
ENERGY WEAPON - The bog standard cannon, good for pulverising any robots that get in the way.

ENERGY TRANSFER - Can steal energy from deactivated robots for the suit's energy banks, or can use suit's power to energise certain objects.

LIGHTNING DISABLE - Actually deactivates hostile robots.







▲ The air explodes with action!

...it comes back for some more...

COMPASS - Points the way.

SUIT SYSTEMS - Use this panel to allocate energy between your suit's five equipment systems.

INSTRUMENTS/SENSORS
Direction finders and other sensing equipment.

SHIELD - Protects the player from robot firepower.

ARMOUR POWER - The suit's exo-skeleton provides the power to amplify the player's movements, giving extra strength and jumping power.

WEAPONS - Activates the suits weapons systems, which are shown in the circular window at top right.

REPAIR - Activates the suit's automatic repair systems.

RICH SEZ...

I've played this sort of 3D exploration game before, and I've never been that keen on them - until now. What makes Cybercon different is that it really does feel like you're in an alien environment. The rooms are such weird and wonderful sizes, with massive towers linked by huge walkways and the graphics create such a fantastic atmosphere that it's easy to get engrossed in the scenario almost straight away. And because everything works, you can spend ages just trying things out and wandering around. The fact that you never know what you're going to run into when you round the next corner lends the action a good deal of tension, helping to make this one of the classiest 3D products you're likely to see - bags of action and some of the most complex puzzles around. It'll be months before you finish it, but you'll love every minute.

RICHARD LEADBETTER

▲ Your only friend...?

ROOMS AND ROBOTS

There are 400 rooms inside the Cybercon complex and they're all completely different - multi-storey towers, glass floors, high walkways, coded bridges, lifts; you name it, it's got it. Generally there are plenty of robots milling about - shoot them and they'll usually leave one or two useful items behind.

ATARI ST	
GRAPHICS	85
SOUNDS	85
PLAYABILITY	86
LASTABILITY	89
OVERALL	87

ONE SATURDAY AFTERNOON, AFTER THE FOOTBALL...

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IT'S A SMALL AD OFFERING A SOFTWARE SERVICE - I WONDER WHAT IT'S ABOUT?

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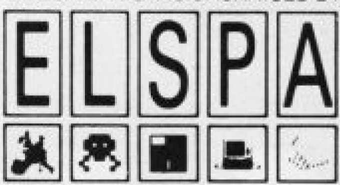
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£1000 REWARD

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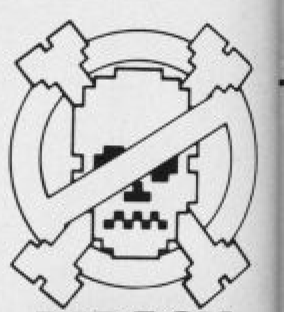
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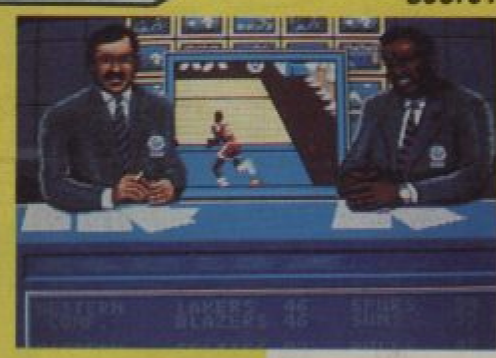
BY ELECTRONIC ARTS

The Los Angeles Lakers and the Boston Celtics are two of the American National Basketball Association's most renowned teams, and now they're the subject of this, the second of Electronic Arts' Megadrive sports extravaganzas.

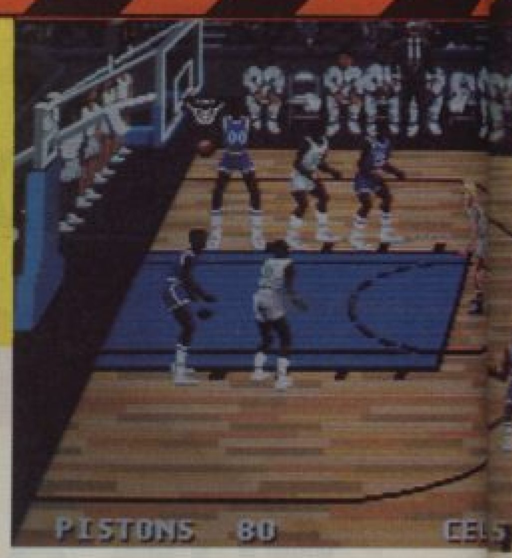
The aim of the game is simple enough - defeat the other team by getting as many points as possible. Unless you're a complete thickie, you'll know that this is done by scoring "baskets", or in other words, getting the ball through the hoop.

Contact with an opposing player is forbidden. If the referee spots any charging, he calls a foul and gives the opposing team automatic possession of the ball, and a free shot at your basket.

Lakers vs Celtics can be played in one of two ways; firstly, in arcade mode, with one or two players (either against the computer or each other), or tournament, which pits the players up against the entire NBA in order to win the championship. You can choose your team from the full list of NBA teams, or even an all-star squad from either the Eastern or Western Divisions, with some of the best basketball players in the world battling it out!







▶ *Can he score?*

▼ *...and the Conference East teams.*

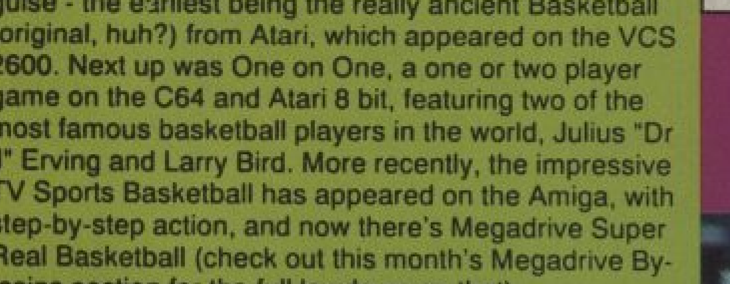
▲ *The NBA Conference West teams...*

DUNKING THROUGH THE AGES

The idea behind basketball began way back in Springfield, Massachusetts in 1891, when a American (natch), Dr James A Naismith, nailed an old bushel basket upon a wall at the local YMCA. Kids with nothing better to do on a cold winter's afternoon threw balls at it - every once in a while, the ball went in, and so the idea caught on. Through the years, however, many great players have made their own contributions to the game, none more so than the Harlem Globetrotters. This bunch of wild 'n' wacky ball-spinners are renowned across the face of the globe for their hilarious on-court antics. Other "giants" include the Lakers' own Kareem Abdul-Jabbar (who broke 23 records before he retired in 1989), Magic Johnson (also of the Lakers), Michael "Air" Jordan (after whom Nike named a type of training shoe), Julius "Dr J" Erving of the Philadelphia 76'ers, and the Boston Celtics' Larry Bird, who was the NBA's most valuable player for three years running, between 1984 and 1986. Golly!

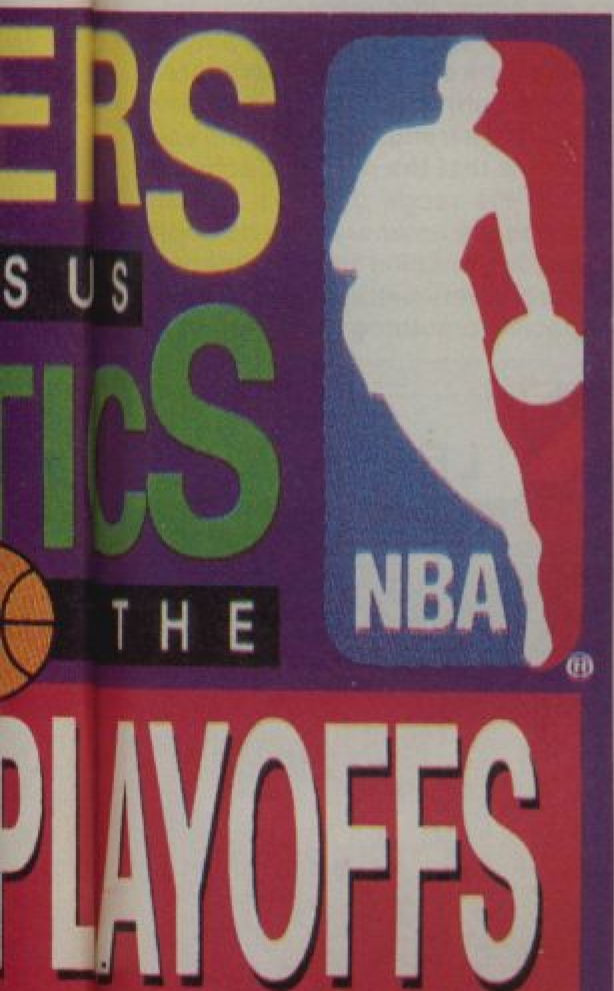


▲ *Oh, come on, I never touched him!*



DIGITAL DRIBBLING

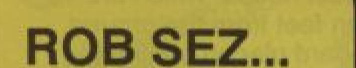
Basketball has appeared on computer in more than one guise - the earliest being the really ancient Basketball (original, huh?) from Atari, which appeared on the VCS 2600. Next up was One on One, a one or two player game on the C64 and Atari 8 bit, featuring two of the most famous basketball players in the world, Julius "Dr J" Erving and Larry Bird. More recently, the impressive TV Sports Basketball has appeared on the Amiga, with step-by-step action, and now there's Megadrive Super Real Basketball (check out this month's Megadrive Bytesize section for the full lowdown on that).



▲ *A classic dunk from the Pistons' forward!*

THANKS

Thanks to Console-Concepts (0782 712759) for the loan of the cartridge used in this review.

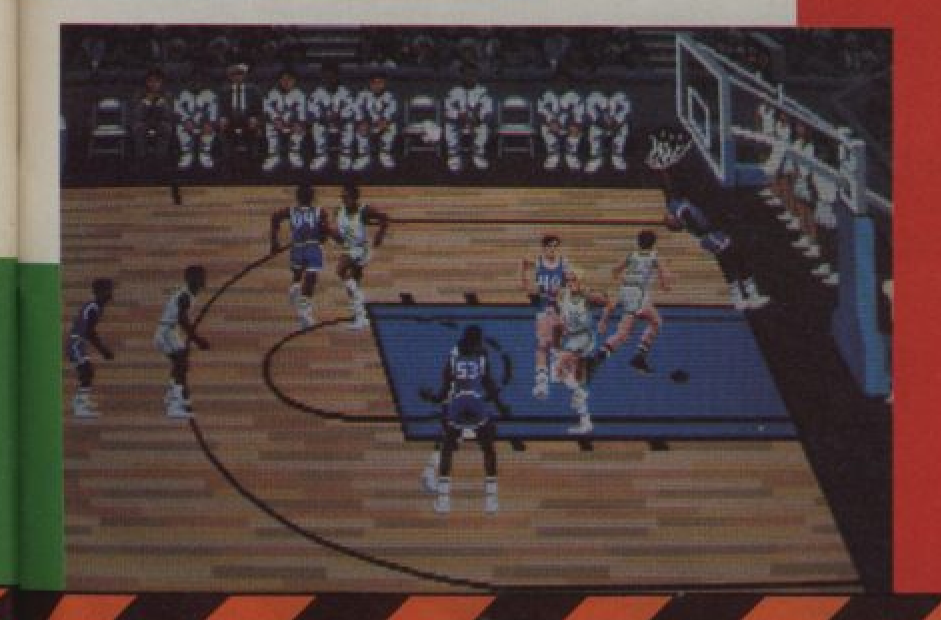


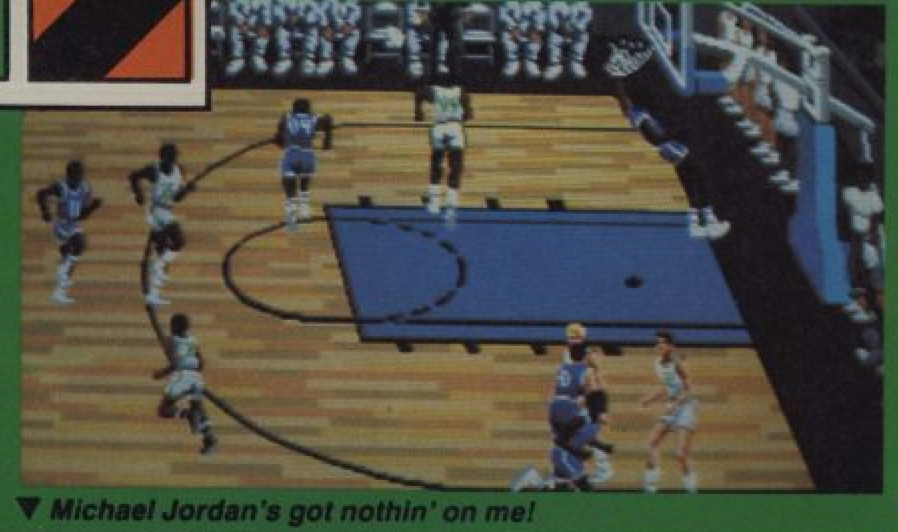
ROB SEZ...



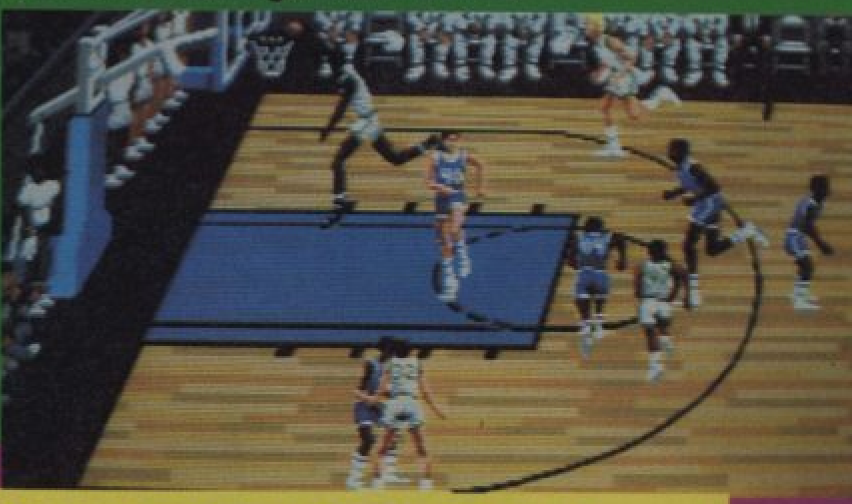
This has a lot to live up to after the impressive John Madden's Football, but I'm happy to say that this is just as enjoyable as the aforementioned Megadrive masterpiece. The visual aspect of the game is terrific, with realistic sprites bounding around the court like the real McCoy, and the excellent sonics more than complement the action, with the ref sticking his oar in if he feels you're getting to be a bit rough in your approach! The feel of the game is a very important factor, and Lakers scores highly in that respect - it's a very fast game, with little or no time to catch your breath. With two players, the action is even more furious, and has to rank as one of the most competitive games I've seen in a fair old while. If you're into basketball, or just enjoy the odd dunk, then fork out the shekels - you won't regret it!

ROBERT SWAN





▼ *Michael Jordan's got nothin' on me!*



RICH SEZ...

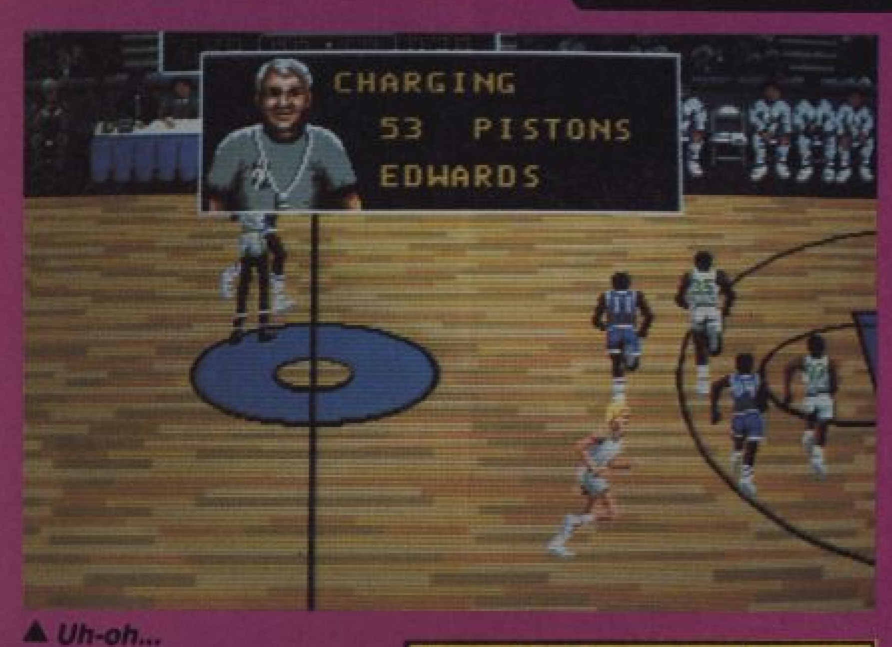


When I first played this I wound myself up something rotten - mainly because the Celtics managed to cream me by a massive 43 points! Their lanky forward just seemed to be magnetically attracting the ball and dunking it into the net with the minimum of effort! However, once I had mastered the control method it wasn't too long before my own players were emulating the lanky one's exploits and the game could begin proper... and what a game it is! The graphics are super throughout - you get a great playfield, a wide variety of animation on the players and some really nice effects. The sound is similarly great with some nice speech and a John Madden-esque theme tune (I hope this isn't the start of a trend...) to keep the ears occupied. The only problem is that the on-court action is pretty limited and although the range of plays is quite large, the skills and strategies are nowhere near as sophisticated as say, John Madden's. Lakers vs Celtics is a really nice basketball game (even better in two player mode), lacking just that special something to make it really spectacular.

RICHARD LEADBETTER

BUILDING BASKETBALL COURTS FOR FUN AND PROFIT

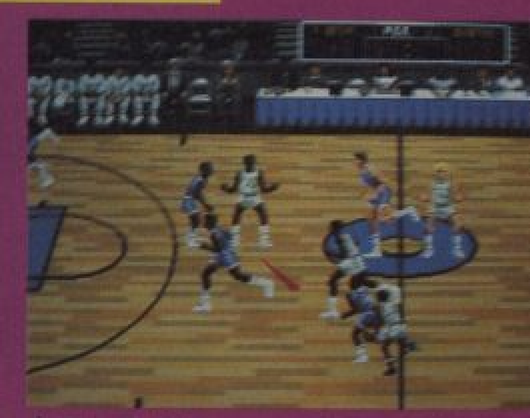
Fancy building yourself a Basketball court? Boy are you strange. Oh, well, first, get yourself a piece of flat ground 94 ft by 50 ft, and fasten two steel hoops, which are 18 inches in diameter on poles, ten feet from the ground. The pole should have a backboard placed behind the basket, to ensure that the ball stays within easy reach of the players, should the ball go out of play. Each pole must be placed at the centre of each end of the court - obviously. If you don't want to buy a can of Dulux emulsion to paint the halfway and free-throw lines on the court you might as well go and get yourself a team - twelve superfit persons (preferably well over six feet in height), with five as offence, five as defence, and two substitutes. Only five players are on court at once, but at least the other lads are there to cheer them on and take over when they get tired out. Such a friendly sport isn't it?



▲ *Uh-oh...*



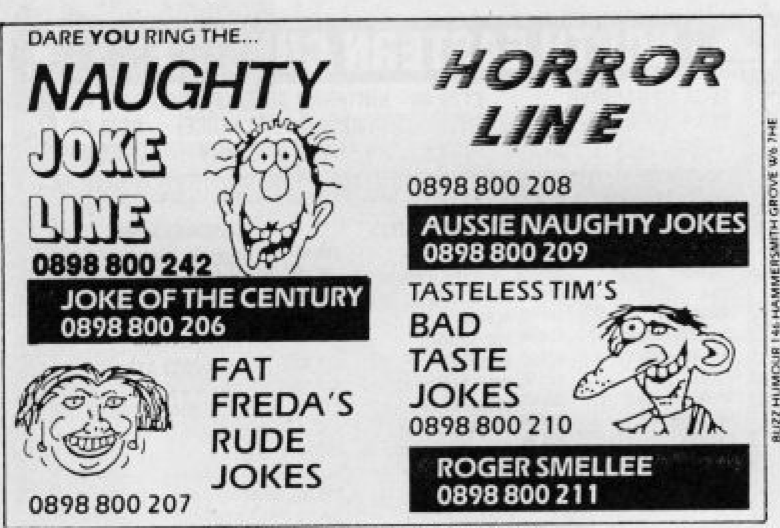
▲ *The squads in full.*



▲ *The Celtics are on the push!*

MEGADRIVE	
GRAPHICS	91
SOUNDS	90
PLAYABILITY	87
LASTABILITY	88
OVERALL	88


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ACT

NEMO

Capcom's newest and cutest coin-op is based around the adventures of Nemo, a character who first appeared in a series of highly successful children's books in America during the 1930's.

He's been brought bang up to date in this platform-based video game, with the player taking control of the pyjama-ed fellow as he (and his friend Flip if a second player is participating) battles a variety of fantastic foes over six levels of psychedelic action.

The object of the game is to rescue the King of Slumberland, a mission which is fraught with danger and involves things like racing along the top a speeding miniature train, fighting through a giant clockwork system and running through cloud land.

The graphics are truly superb - and dead weird - with gorgeous landscapes, tremendous sprites and some really neat effects. The sound fits the action perfectly, with some wacky tunes and plenty of appropriate sound effects.

It's not the most challenging game I've played - it only takes a couple of days of on-and-off play to go all the way through it - but it's well worth checking out for the great graphics and sound (and finishing an arcade game always makes you feel good)!



CAPCOM	
GRAPHICS	93
SOUNDS	89
PLAYABILITY	94
LASTABILITY	70
OVERALL	87

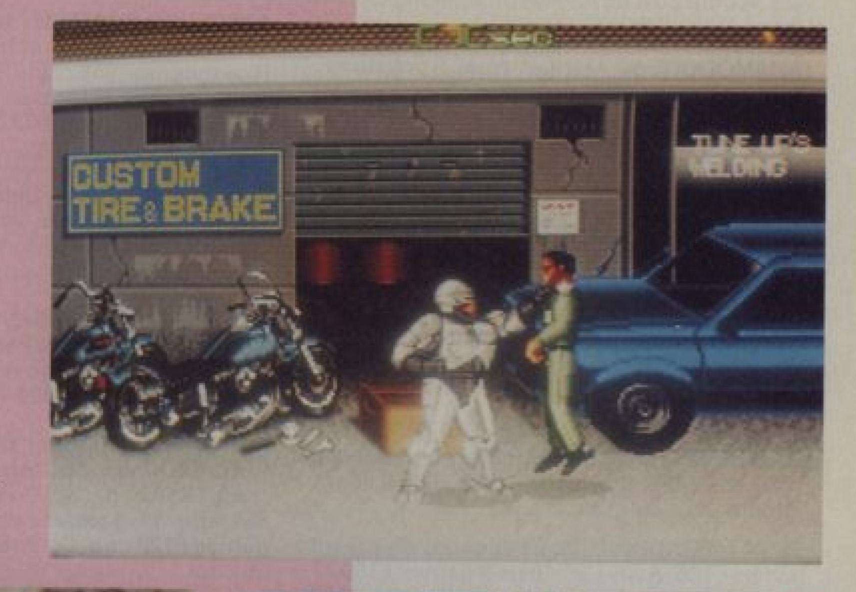
T A I D O E N

ROBOCOP II

The future of law enforcement returns to Old Detroit, for yet more murderous mayhem of the violent variety! RoboCop II follows the same plot as the rather disappointing movie, and bears some similarities to the first coin-op (insofar as the horizontally scrolling shooting aspects are concerned) but that's about it.

Additional sections include Robo's chase to catch Cain's van using a Harley Davidson motorbike, but even then, these sequences don't really add anything to the overall game.

The graphics are okay, and the sprites are quite large, but they lack detail, and the sound (although quite explosive at times) can be described at best as adequate. Whereas the original coin-op was a real crowd-puller, Robo II is very much like its movie counterpart - a bit of a disappointment.

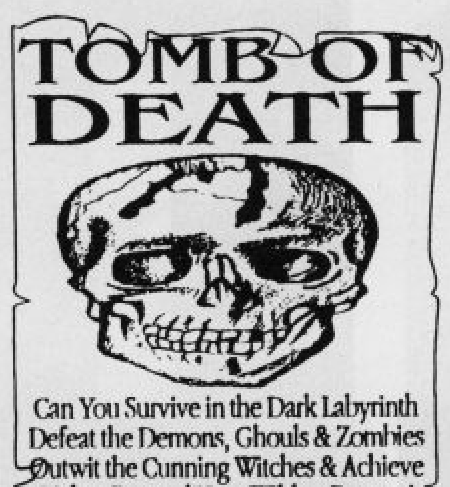






DATA EAST

GRAPHICS	84
SOUNDS	86
PLAYABILITY	74
LASTABILITY	76
OVERALL	81





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THE BIZ FANZINE (Issue 3) for Sega Megadrive and Master System with tips, post box and special offers. Send S.A.E. + 75p to Paul Bristow, 60 Plaxtol Road, Erith, Kent DA8 1NL.

MERCS



MERCS
US GOLD

The latest in a long line of US Gold's Capcom conversions is Mercs - the everyday story of one man (or two, if you've got a mate who is willing to play) against the might of a guerilla empire! The action is pretty straightforward. Simply guide your commando around the eight-way scrolling backdrops, dealing out lead death to any one who dares to pass in front.of your gunsight. The coin-op was quite novel in that it actually enabled you to blow away sections of the scenery, like enemy huts and all of this napalm excitement has made its way into the conversion!



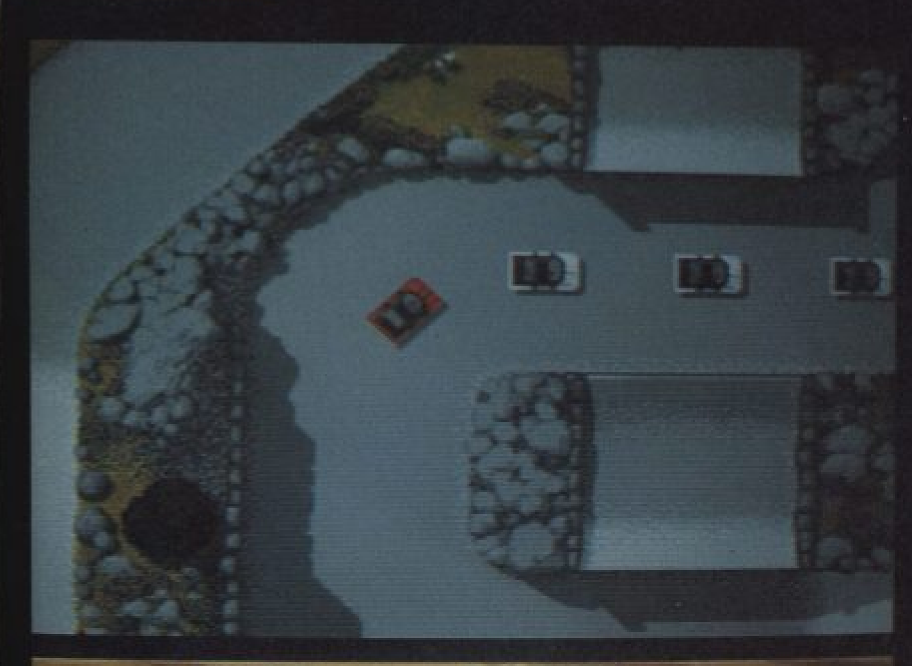
Tiertex (the programming house behind the conversions of UN Squadron, Strider and Dynasty Wars) are the programming team behind the conversion of Mercs, and from the looks of the preview Amiga copy things are looking pretty good. The graphics appear faithful to the coin-op,



the scrolling looks fine and the programmers have even cropped the sides of the display to simulate the vertical screen format of the arcade game. Further to this, Tiertex have even included the coin-op's intro sequence in its entirety! But will all these features add up to a playable game? Well, you'll have to wait till next issue to find out!

VERSION	DATE	PRICE
AMIGA	EASTER	£ 24.99
ST	EASTER	£ 19.99
C64	EASTER	£ 10.99
SPECTRUM	EASTER	£ 10.99
AMSTRAD	EASTER	£ 10.99

PREVIEW

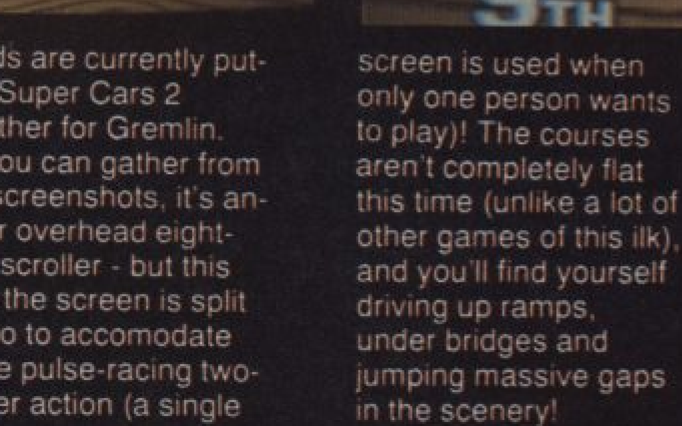




SUPER CARS 2

GREMLIN

After the phenomenal success of their last game, Lotus Esprit Turbo Challenge, Magnetic Fields are currently putting Super Cars 2 together for Gremlin. As you can gather from the screenshots, it's another overhead eight-way scroller - but this time the screen is split in two to accomodate some pulse-racing two-player action (a single screen is used when only one person wants to play)! The courses aren't completely flat this time (unlike a lot of other games of this ilk), and you'll find yourself driving up ramps, under bridges and jumping massive gaps in the scenery!



The game promises to be everything its predecessor should have been with more weapons and attachments for your car. We've had a good look at an early version of the game and it's shaping up quite nicely. The graphics and sound are great and the inertia as you control your Super Car is very realistic. Gremlin are earning themselves a reputation for quality road racers, and Super Cars 2 could well be their best yet!

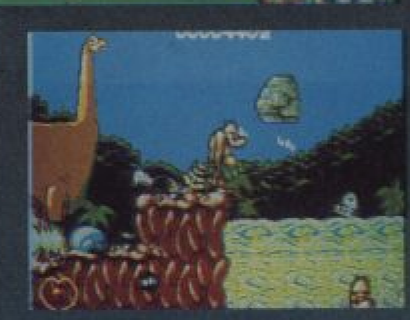
VERSION	DATE	PRICE
AMIGA	TBA	£ 24.99



CHUCK ROCK

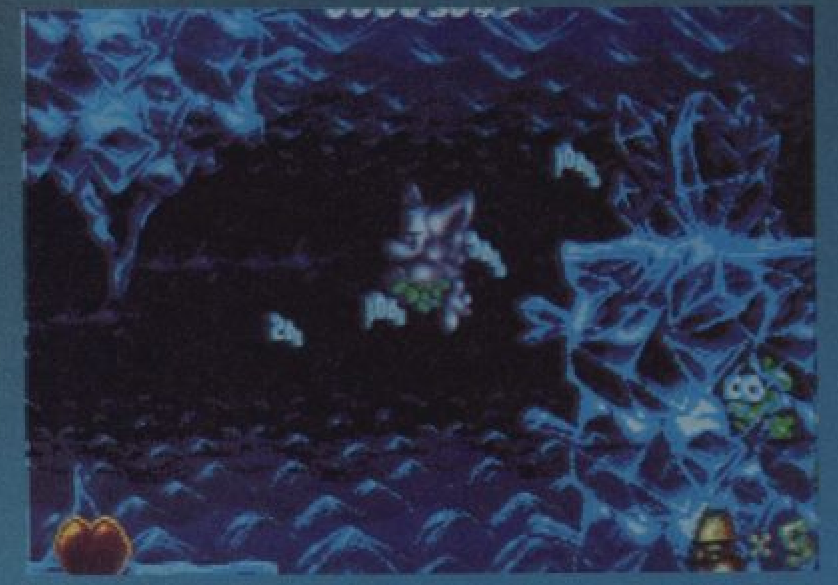
CORE DESIGN

Take control of the eponymous Mr Rock himself, a caveman with a mission: to rescue the woman of his dreams, mercilessly held hostage by the twisted Gary Gritter (Boo!! Hiss!!). This involves traversing five levels of eight-way scrolling Stone Age excitement - each with a number of sub-levels to conquer.



Mr Gritter's cohorts infest each level but Chuck can either bounce them away with his huge Stone Age belly, use the weapons that are cluttering the place up, or employ his Neanderthal might to "chuck" large "rocks" all over the shop.

With super-smooth scrolling, great cartoon graphics and a large amount of levels, Chuck Rock is progressing very nicely indeed and as soon as the game is ready we'll be reviewing it in CVG...



VERSION	DATE	PRICE
AMIGA	TBA	£ 24.99
ST	TBA	£ 24.99

WORLD CLASS LEADERBOARD



US GOLD

US Gold have a reputation for producing quality games on the Sega Master System and this looks set to continue with the Sega versions of Access' golfing classic, World Class Leaderboard. Like the original, the action is made very realistic by superb 3D animation and courses featuring trees, lakes and bunkers.

Leaderboard looks likes taking the honours as the best Sega golf game around and it also looks like being the first golf game on the handheld Game Gear! This version looks like being basically the same as the Master System game with only screen shape differences separating the two.

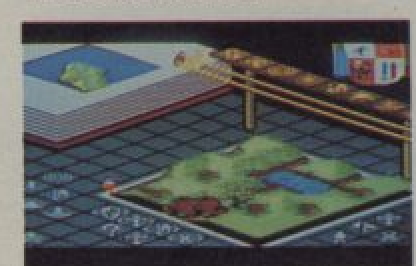
VERSION	DATE	PRICE
MASTER SYSTEM	APRIL	£ TBA
GAME GEAR	TBA	£ TBA



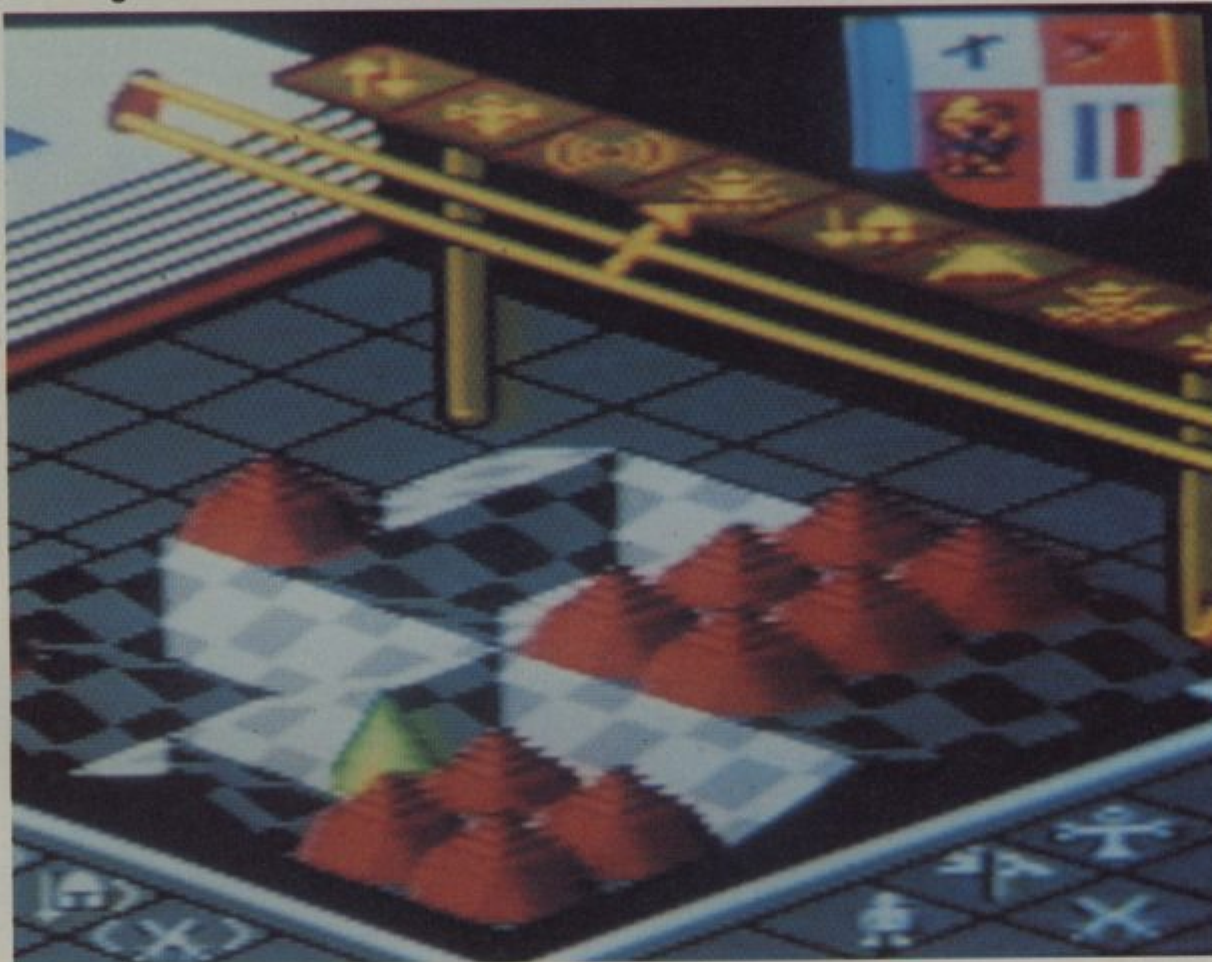
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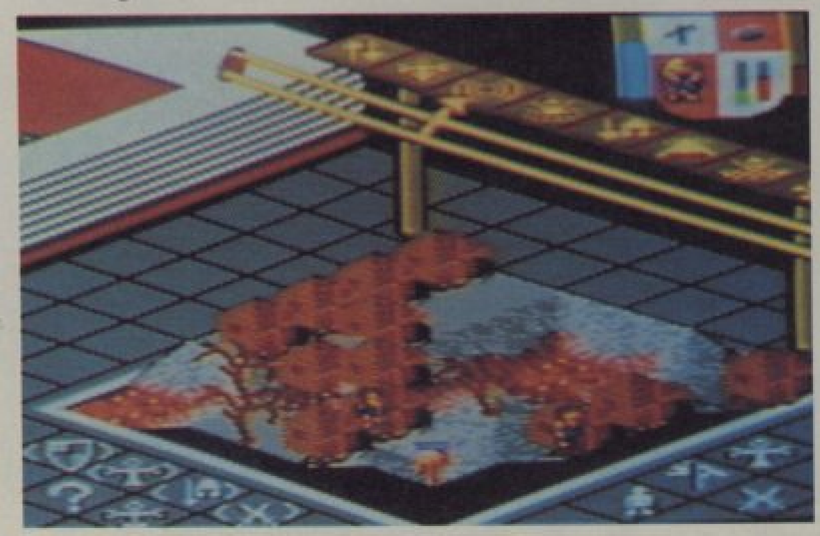
POPULOUS

TECMAGIK



Following on from their first Sega Master System smash, Pac-Mania, Tecmagik are currently putting together a version of Populous for Sega's 8-bit console. From what we've seen of the conversion it looks extremely promising with all the features of the 16-bit game crammed in and then some! The programmers at Tecmagik have added to the original by putting not 5000 worlds in their conversion! That's a whole lot of conquering for you potential meglomaniacs out there! Technically speaking, Populous looks like being one of the greatest Sega carts ever! Not only have Tecmagik improved the original specification, but the game still plays as swiftly as the Amiga and Megadrive version! We wait with bated breath for the finished product...





VERSION	DATE	PRICE
MASTER SYSTEM	MARCH	£ 29.99

F-15 STRIKE EAGLE II

MICROPROSE

The F-15 has been seeing a whole lot of action over in the Gulf as of late, and is soon to carry on the tradition on the ST and Amiga. Microprose are just about finished on the ST and Amiga versions of their cracking F-15 II which are being programmed in the UK by the team who produced F-19. Unlike that chart-topper, F-15 II is very much a thinking man's blast 'em up, with enormous combat zones and superfast 3D graphics.

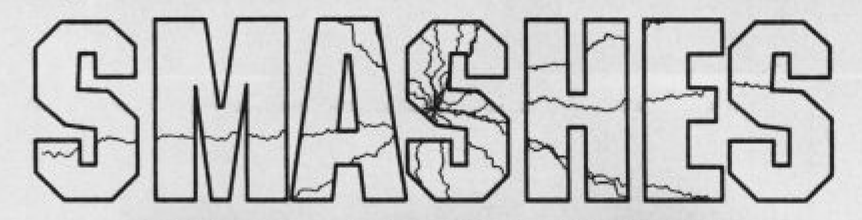
Microprose hope that improved 3D routines will make the ST and Amiga versions even faster than the PC version, and they're adding two new theatres of war for budding Top Guns!

VERSION	DATE	PRICE
AMIGA	MAY	£ TBA
ST	MAY	£ TBA


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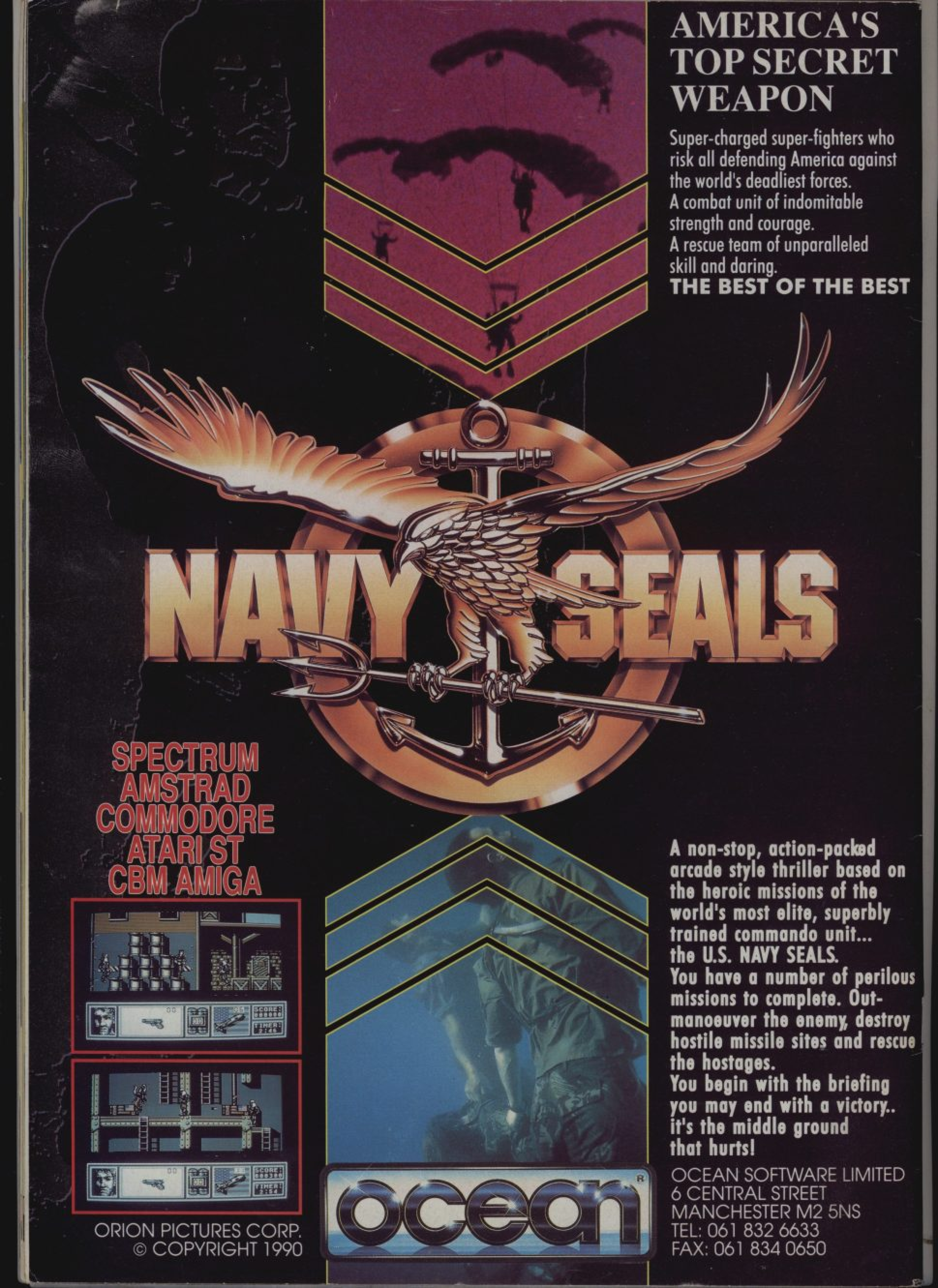
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